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鉄拳 TEKKEN ADVANCE

Has it got the punching power to out-fight Street Fighter?

EXCLUSIVE REVIEW!

EXCLUSIVE REVIEW!

DARK ARENA

The long-awaited first-person blaster finally arrives, but can it out-shoot the opposition?

Tekken Advance

ON THE VIDEO!

Can the Advance version of Tekken live up to the legend? See it in action...

Tony Hawk's Pro Skater 3

ON THE VIDEO!

The Hawkster's latest GBA offering is the best yet! Now you can find out why...



PLUS...

ON THE VIDEO!

- Crash Bandicoot X/S
- Advance Rally
- King of Fighters EX Neoblood
- Dark Arena
- Broken Sword
- Super Mario Advance 2: Super Mario World

ON THE VIDEO!

Toki Tori

The Game Boy Color's cutest lil' chicken waddles his way onto our video! Find out why his puzzler's so amazing!

REVIEWED: SALT LAKE 2002 • POCKET MUSIC • EGGO MANIA • CHESSMASTER ADVANCE • MIKE TYSON BOXING • EXTREME GHOSTBUSTERS • THE NATIONS LAND OF LEGENDS • TROUBALLS AND MANY MORE!

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"A top quality title with very unique gameplay"
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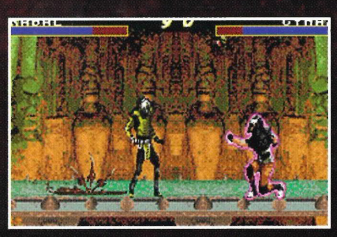
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LOCK 'N' LOAD

Another hot issue of GBX explodes onto the Game Boy scene!

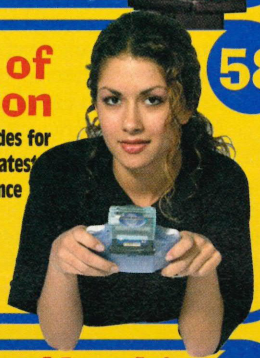
26 Tekken Advance

The hard-hitting fighter comes to the GBA, with most of its punching power intact.



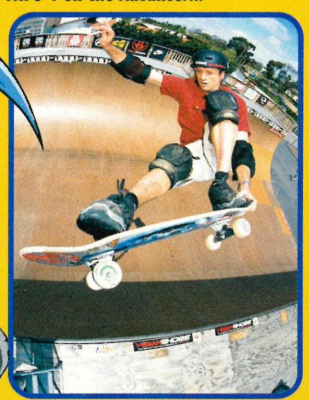
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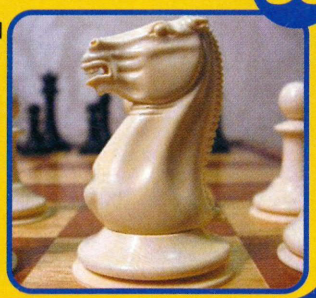
Tony Hawk's Pro Skater 3 28

Believe it or not, Tony's second GBA outing is even better than his first (there never was a THPS 1 on the Advance)...



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THE FIRING LINE



Forthcoming games, happening news and the odd peripheral...

SAKURA SAYZ

"Hey readers! What great newz about the GameCube selling for only £150! And what terrible newz that certain high-street shops might refuse to sell it unless it goes for more. Our advice is to shop around. Even if the big games shops don't sell it for £150, you're bound to find it for that in the independents and mail order stores. I've been playin' on my Japanese and American GameCubes for a few months now, and they're really kewl. There's some great games out there, and heaps more to come.

Somethin' else that's comin' soon is Jester Interactive's update of the old classics Manic Miner and Jet Set Willy. Isn't it amazin' that there's still interest in old Speccy gamez? I was only a kid when they first came out, but I can still remember them now. And then there's Dark Arena, Crash Bandicoot X/S and Extreme Ghostbusters to prove there are also dedicated (if not blindingly original) gamez coming out too.

So what do you think the GameCube's chances are against the Xbox and PS2? Will you be buyin' one? What would you like to see Nintendo do with the Cube? Write and tell me..."

Sakura

THE SCORPION KING: SWORD OF OSIRIS

Can you smell what The Rock is filming?

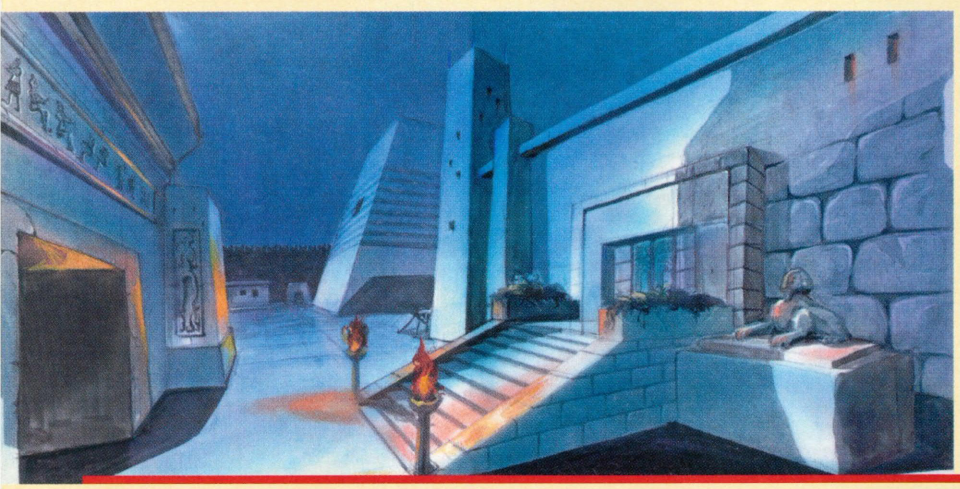


Legendary WWF wrestler The Rock is to star in another Hollywood blockbuster, and Vivendi International is bringing it to the smallest screen. *The Scorpion King* is the movie prequel to *The Mummy Returns*, and once more stars The Rock as Mathayus, the Scorpion King himself.

The Game Boy Advance game, *The Scorpion king: Sword of Osiris*, offers an original plot set after the events in the movie, but before Mathayus becomes the fearsome insectoid seen in *The Mummy Returns*. Mathayus and Cassandra must fight to defeat Menthu and his evil mistress, the sorceress Isis. You get to play as The Rock himself, and can use all sorts of weaponry and have a host of moves and tricks at your disposal.



The Scorpion King: Sword of Osiris is expected in April, and we've big plans for it here at GBX. Watch this space...





GAMECUBE UK LAUNCH: 3RD MAY ■ PRICE: £150 ■ GAMES: £40

GAMECUBE UK LAUNCH ANNOUNCED!

It's coming soon, at an incredible price!

At last. After all the speculation, hype and rumour, Nintendo has finally set a date for the release of the GameCube. And it's sooner than you think! Nintendo's dynamic box of tricks hits the shelves in the UK on 3rd May. There's to be 500,000 out there on Day One, with a grand total of a million during the launch period. This should be enough to avoid the stock shortages, farcical queues and near-stampedes which cursed the PlayStation2 launch.

Another problem for the PS2 which Nintendo avoided for the GC is a lack of launch titles. Sony's machine had a pitifully small number of games, hardly any of which were worth playing anyway, but the GameCube will have 20 titles ready for launch day. These include soon-to-be classics such as the incredible *Luigi's Mansion*, the thrilling *Star Wars Rogue Leader Rogue Squadron II* and amazingly, *Sonic Adventure 2 Battle*. This must rate as the strongest launch line-up ever for a new games console. And that's not all...

May 24th sees the launch of two further Nintendo titles, *Super Smash Bros. Melee* and *NBA Courtside 2002*. Its popularity already proven, *Super Smash Bros. Melee* has sold an outstanding one million copies in only nine weeks in Japan. Following closely behind are the already-legendary *Pikmin*, *Eternal Darkness: Sanity's Requiem* and *Star Fox Adventures* – all from Nintendo. Then there's Capcom's highly-anticipated first installment of the *Resident Evil* series, only for GameCube. By summer there will be nearly FIFTY games available for the GameCube.

Videocast...

Nintendo announced the imminent arrival of the GameCube on an Internet videocast, during which Nintendo Europe's Managing Director David Gosen explained how Nintendo sees the Gamecube. "It's not targeted at Adults", he said, "it's not targeted at teenagers and it's not targeted at children. It's targeted at gamers, whatever their age". He also said an amazing three million GBAs have been sold in Europe since its launch last year.







The Price is Right...

Unlike most consoles, the GameCube won't hit the shelves at a ridiculously-inflated price which is reduced six months down the line. The machine will sell for 250 Euros throughout Europe, which is around £150. Incredible! The PlayStation2 cost £299 when it was first released, and the Xbox (due in March) will also sell for a sneeze short of £300. For that you could have a GameCube, a Game Boy Advance and a link cable to prepare for those forthcoming linked games. Rumour has it that some stores will refuse to stock the Cube at £150, and will instead sell it for £170 or £180. If you see it at these prices, shop around for the best deal – don't forget the mail order companies or online stores.

As regular readers know, using the Game Boy Advance as a controller on selected games, players can to transfer game information between the two systems and enter a world of continuous game play when at home or on the move. And with three million GBAs out there, there's sure to be a huge interest in the GameCube.

David Gosen, Managing Director of Nintendo Europe says, "The GameCube delivers great gameplay for all players, all ages and all genres – all at a winning price. Without a doubt, 2002 will be the year of the Cube".

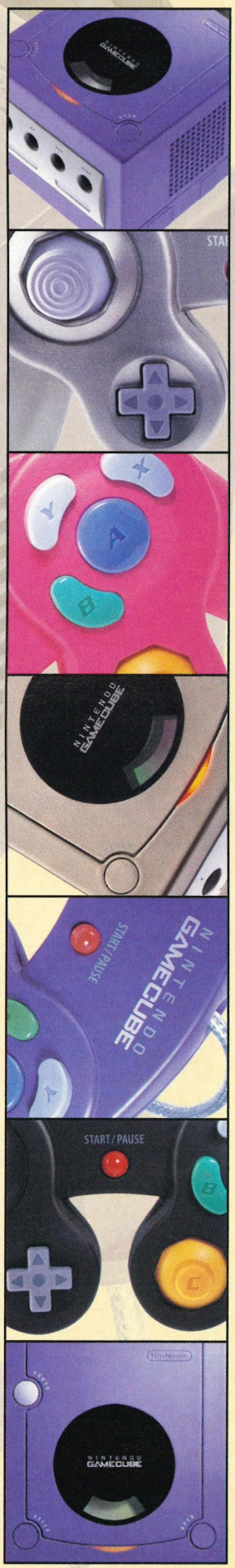
Those Launch Titles in Full...

- WaveRace: Blue Storm
- Luigi's Mansion
- Star Wars Rogue LeaderRogue Squadron II
- Sonic Adventure 2 Battle
- Super Monkey Ball
- ISS2
- ESPN Winter Sports
- Tony Hawk Pro Skater 3
- Spiderman
- Tarzan Untamed
- Batman Vengeance
- Donald Duck Quack Attack
- Crazy Taxi
- Burnout (Acclaim)
- Dave Mirra Freestyle BMX
- NHL Hitz
- Gauntlet Dark Legacy
- Universal Studios
- Batman
- Tetris World
- 2002 FIFA World Cup



Launch Colours

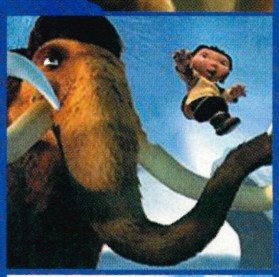
THE GAMECUBE: Purple and Black
THE CONTROLLERS: Purple, Black, and Purple and Clear

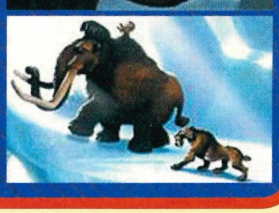


GBA OUT IN THE COLD

There's a new movie heading our way, and an inevitable GBA game to follow. *Ice Age* is an animated adventure which uses computer graphics instead of drawings – a bit like *Toy Story* or *A Bug's Life*. Set against the onslaught of the *Ice Age*, the story revolves around Manny, an acerbic wooly mammoth, Sid, a giant sloth, Diego, a sabre-toothed tiger and Scrat, a prehistoric squirrel-rat. Together they take an abandoned human baby, Roshan, becoming reluctant allies and unlikely heroes. The game recreates this journey over ten exciting levels.

We'll have more news on this game closer to its launch in the Spring.

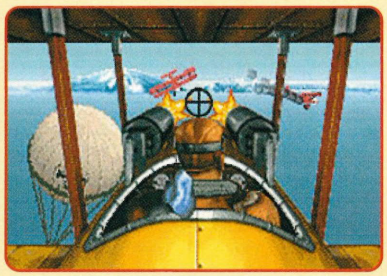


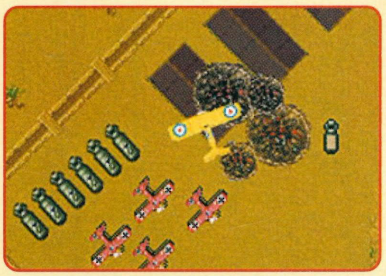


WINGS

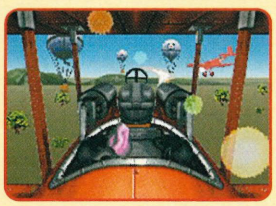
ADVANCE PREVIEW

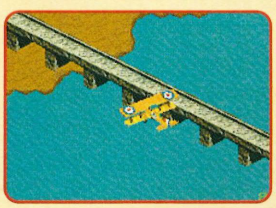
Amiga dogfighter flies onto the Advance!







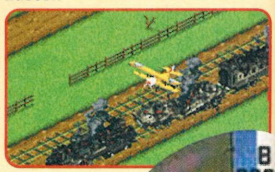


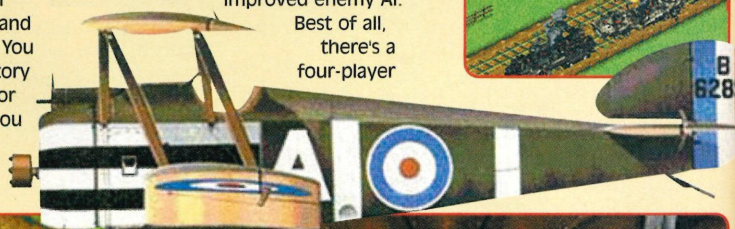


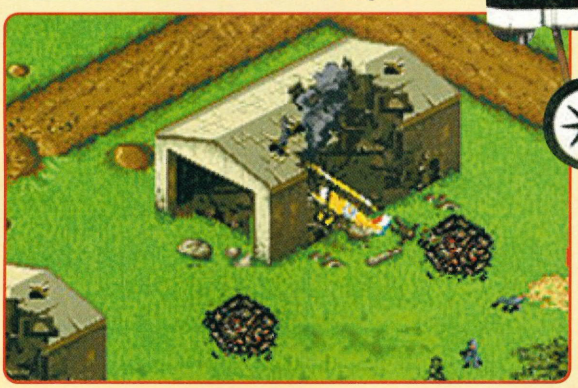
We've mentioned it before, but now we have loads more information on the Crawfish-developed *Wings*, an update of the old Cinemaware Amiga classic.

The game follows the structure of the original *Wings*, but with many features and options added. You can start the Story Mode as Allied or German pilot, you get full control of the plane in strafing and bombing missions and there's improved graphics with much more detailed plane models. The game's 200 missions offer different and new areas to fight in (desert, snow, ocean and more), a huge final boss and improved enemy AI. Best of all, there's a four-player mode where you can take on your pals in a deadly duel in the skies.

Expect this one around Easter.









FAAAALL IN!

What will it take to make the GameCube a success?



IAN OSBORNE

Games, GAMES, G-A-M-E-S! The N64 was its generation's master at the flavour-of-the-moment genre first-person shooters, and had better 3D capabilities than the PSX, but it suffered from lack of releases. Nintendo had better not repeat this error.



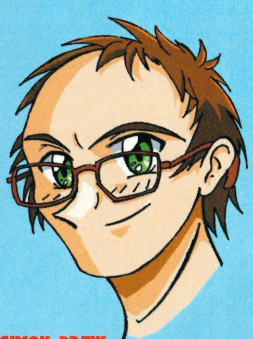
JAMIE WILKS

The price of the Cube and the quality of its launch games are two things Nintendo already seems to have got right, but they need to make sure the new releases keep coming thick and fast for it to really take off...



JOHN HAGERTY

Nintendo must support the developers, then there will be plenty of great software. The specifications of the GameCube speaks volumes about the machine.



SIMON BREW

Not a fat lot. A low retail price, a broad range of launch titles and an ISS game? That's more than ample from where I'm sitting. Mind you, as that fat Italian plumber is missing from the initial line-up, perhaps he'd like to pop round and sort out my leaking tap?



OLIVER LAN

Games with a bit of character, I say. It's going to be Mario vs. Bill Gates, and 'til we see Super Gates World, I know which sounds more fun! Oh, and games that don't cost a million quid each will be a good thing too!

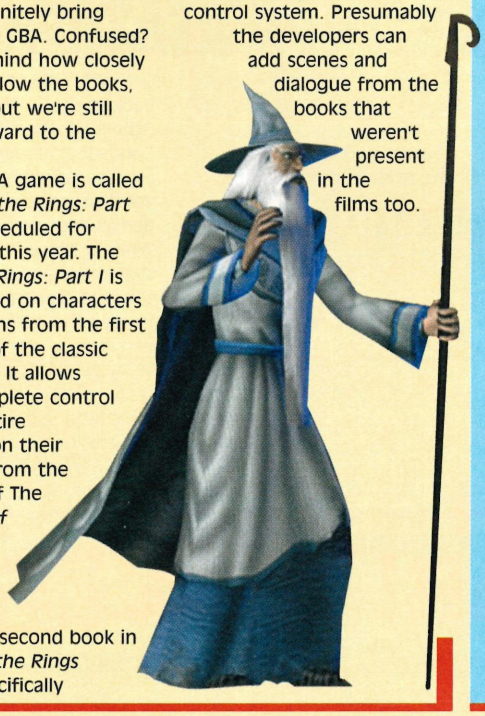
LORD OF THE RINGS

ADVANCE PREVIEW

Tolkien's epic comes to the Advance - twice...

So who's bringing *The Lord of the Rings* to the Game Boy Advance? Well, Electronic Arts have the licence for the films, and will probably bring them to the GBA, but Vivendi has the licence to the books, and will definitely bring them to the GBA. Confused? Bearing in mind how closely the films follow the books, so are we, but we're still looking forward to the games.

Vivendi's GBA game is called *The Lord of the Rings: Part 1*, and is scheduled for release late this year. The *Lord of the Rings: Part I* is an RPG based on characters and situations from the first two books of the classic Tolkien epic. It allows players complete control over the entire Fellowship on their adventure from the beginning of The *Fellowship of the Ring* to part way through *The Two Towers* (the second book in the *Lord of the Rings* trilogy). Specifically designed to take full advantage of the GBA's technical capabilities, The *Lord of the Rings: Part I* features an isometric graphics engine combined with an intuitive character interaction and combat control system. Presumably the developers can add scenes and dialogue from the books that weren't present in the films too.



V-RALLY 3

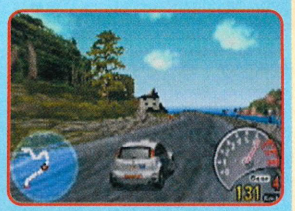
ADVANCE PREVIEW

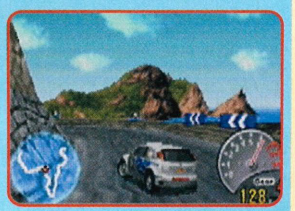
The hot rally series comes to the GBA...

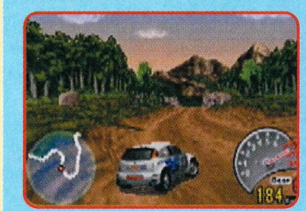
Serious GBA driving games have been slow off the starting grid, but there's a brace of rally titles on the way, any of which could prove the first definitive simulation-style driver. Infogrames unleashes *V-Rally 3* on unsuspecting Advance owners in June, and judging by the screenshots, it could leave the opposition eating its exhaust.

V-RALLY is (Infogrames claims) the first FULL 3D game on the AGB console. A group of independent developers based in Dijon is in charge of this title, and it's the same team responsible for *Le Mans* on the Color. The game is based on the PS2 version, with a Career Mode, ten licensed cars, 42 tracks, with two different two-player modes, namely Time Trial and V-Rally Cross.

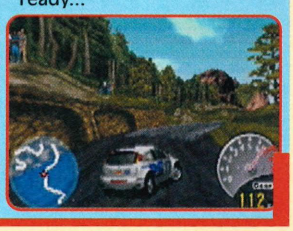
So which forthcoming rally sim should you watch, *V-Rally 3*, *Colin McRae Rally* or *Advance Rally*? Keep your eyes on all of 'em, and we'll check 'em out when they're ready...











POKEMON ADVANCE

ADVANCE PREVIEW

It's a long way off, but it's coming...

We know it's coming. We've mentioned it before, and only a madman wouldn't expect it. But now we have some new information on the Advance's first *Pokémon* game.

At a press conference announcing the next *Pokémon* film, Nintendo said the GBA's Pokémon game (as yet untitled, so we'll just call it *Pokémon Advance* for now) will hit the shelves in Japan at the end of this year, so will probably make a Stateside release for early 2003 and come out around next Easter over here. The game features 350 Pokémon, which is 100 more than currently exists. The next *Pokémon* film (pictured), scheduled for a July release in Japan, will feature several of the new characters, as well as the legendary Ratiasu and Ratiosu.



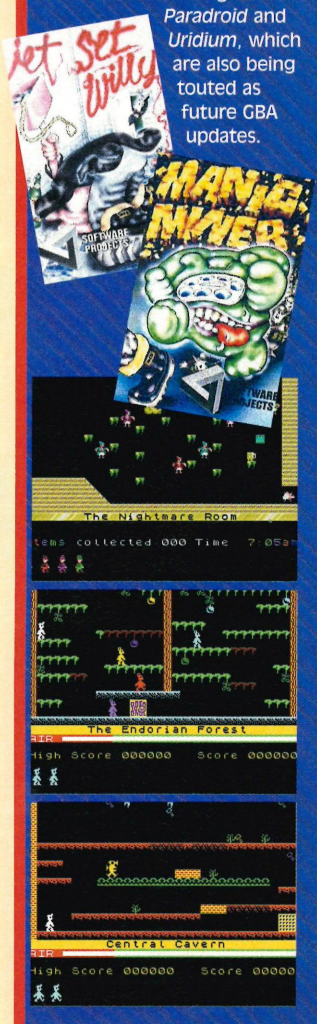
JESTER BRINGS CLASSIC GAMES TO GBX

Jester Interactive is to release re-vamped versions of ace classics from the days of the ZX Spectrum. The team, who is already bringing its famous Music series to the Game Boy Advance and Color, is to release updated versions of the then-groundbreaking platformers *Manic Miner* and *Jet Set Willy*.

Manic Miner, first released in 1983, blew away everything that went before it and set the benchmark for platformers for years to come. It boasted 20 self-contained levels (huge in those days), fully animated sprites, constant background music and comprehensive sound effects. This may sound par for the course now, but in 1983, many thought it was impossible on the Spectrum.

Jet Set Willy took the genre a stage further, offering a bigger game and freer exploration, but also introduced some hideous gameplay bugs the new versions must take pains to correct.

Jester also has the rights to *Paradroid* and *Uridium*, which are also being touted as future GBA updates.



EXHIBITION CHARTS THE HISTORY OF VIDEOGAMES

The Barbican Gallery in London is to host the Game On videogames exhibition. The show, which runs from 16th May to 15th September 2002, charts the history of videogames from 1962's *Adventure*, a text-only effort running on a huge mainframe, to today's ultra-sleek consoles.

"Game On is going to be a spectacular exhibition," says Conrad Bodman, the Barbican's resident curator. "It will identify key creative individuals involved in software design, and explain crucial developments in hardware technology from the primitive colossal computers of the early Sixties to the Game Cube. There will be some unique material and objects in the show and lots of interactive opportunities for visitors".

It's bound to be filled with fascinating facts too. For example, did you know the N64 has more processing power than the computers used to take man to the moon in 1969? It's true...



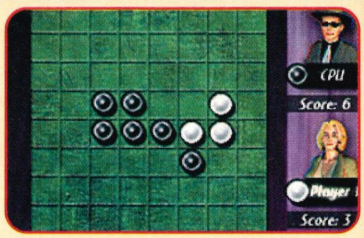


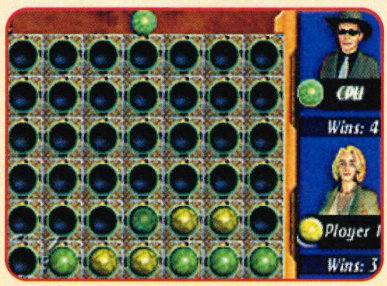


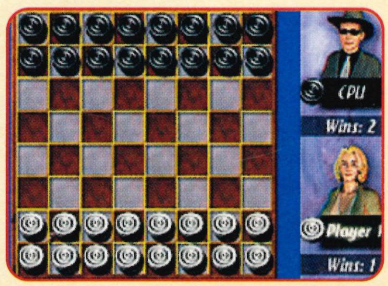
ULTIMATE BRAIN GAMES

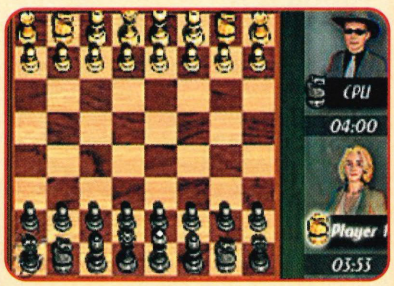
ADVANCE PREVIEW

Is there room for this on the Game Boy Advance?

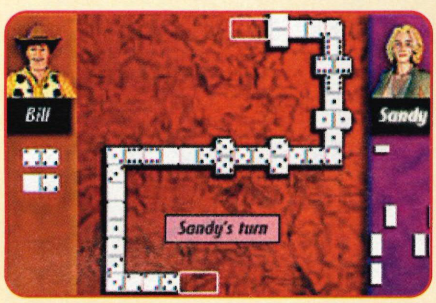


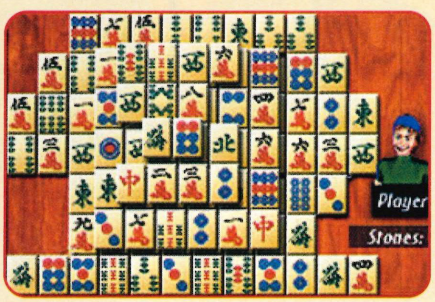






Telegames is to release *Ultimate Brain Games* in the States in May, and probably over here some time after. It's a compilation of seven games that tax the mind rather than the reflexes, being GBA conversions of popular parlour games. The titles in question are Draughts, Chess, Dominoes, Backgammon, Shanghai, Othello, Battleships and Connect Four. All offerings use the download link, so you can play multiplayer games with only one cart. While it cannot be doubted that chess and backgammon sims are worthy candidates for console games, are the versions on offer here likely to be sophisticated enough to attract the hardcore fans? Only time will tell, but we don't expect *Ultimate Brain Games* will set the world alight.





WIN THE WAR!

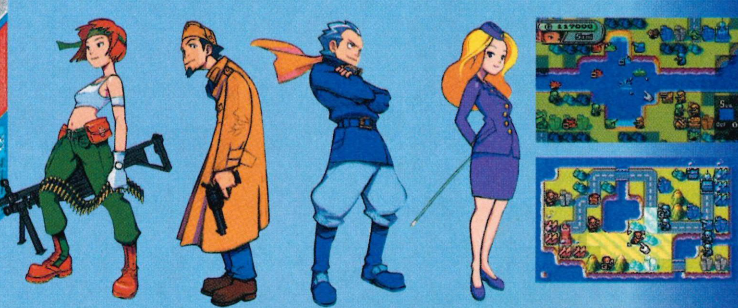
COMPETITION

Three copies of the brilliant Advance Wars must be won!



Don't you just hate it when that happens? To find our review of Nintendo's amazing Advance Wars, you have to go back to Issue Five. It was expected to hit the streets in October, but after the 11th September attacks on the World Trade Centre and the Pentagon, and the subsequent war in Afghanistan, the big 'N' put back the release date. Quite ironic, considering it was by then already on sale in America, the country most affected by the war.

Delayed or not, when the game exploded onto the shelves after Christmas, it quickly became a hit. We weren't surprised - it's a fantastic game, but for those who missed Issue Five, it scored 91% with Ian describing it as "An utterly fantaastic game that will appeal to console wargamers, and also win over a whole new audience". And thanks to Nintendo, we've got three copies to give away. To stand a chance of winning one, just answer this simple question:



Q Which of the following might you expect to see fighting a war?

A A teddy bear **B** A biscuit tin **C** A tank

When you think you know the answer, ring our Competition Hotline on: **09064 774484**

Or enter online at **www.gbxtreme.co.uk**

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 6th February 2002 and close at midnight on 6th March 2002. The editor's decision is final and no correspondence will be entered into.

STAR GIANTS

Space dogfighting from the land of pasta and pizza...

ADVANCE PREVIEW





In the nine months since the GBA was launched, games have been released covering almost every genre and sub-genre, with one notable exception. There's never been an in-the-cockpit space dogfighting game. Thankfully *Star Giants*, from Italian developer Raylight, seems set to fill this gap and provide some serious blasting action to boot. As you can see from the screenshots, the graphics are gorgeous, and offer all manner of special effects such as lens flare, waved explosions and more. The stroyline offers multiple pathways through the game, and complex AI maxes out the challenge. Best of all, there's four-player link-up modes offering co-operative and competitive play.

No British publisher has signed up *Star Giants* so we don't know when it's coming out, but we'll let you know as soon as we hear.





RAVE GROOVE ADVENTURE

A 2D fighter with a Beatmania attitude?

ADVANCE PREVIEW





They do more than dance in Konami's latest GBA effort, *Rave Groove Adventure: Hikari to Yami* no Daikessen, which translates as 'Final Battle Between Light and Dark'. Despite the title, it's not a Beatmania-stile boogie bonanza, but instead a 2D fighting game with special moves called *Groove Attacks*. Sounds funky... All competing pugilists are attached to a single 'tension gauge' at the top of the screen, which increases as the blows rain in. When it's built to a certain level, you can use a Kime Skill, a move which guarantees victory. How this works in practice remains to be seen, but you can't fault its originality. There are Rave Groove games in the pipeline for both the GameCube and the Advance, both due in the Spring in Japan. No UK release date has been pencilled in, and we've no information on whether the Cube and GBA versions can be linked. Sorry...



GBA PRICE DROP

Nintendo has lowered the price of the GBA in Europe to 99 Euros. This means the price in the shops here in Britain will be around £69.99.



BEYOND THE CALL OF DUTY...

Nintendo of America organised a competition, asking, 'what would you do to win a GameCube?'. People all across the States did a series of bizarre things, hoping to be the lucky winner. The eventual champion was Coery Olcsvary, who dressed as a Pikmin character from the Japanese GC game of the same name. Nothing too surprising about dressing as a game character, you might think, even if it does involve shaving your head, wearing a leaf and painting your body blue. True enough, but this nutter ate a plate of 'Pikmin food' too, which included worms and crickets. For his efforts he received $5000, a GameCube, a GBA and a stack of games. And no doubt a bad dose of the trots...

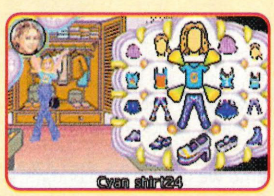


MARY-KATE AND ASHLEY: GIRLS' NIGHT OUT

Acclaim to paint the town (and the GBA) red...

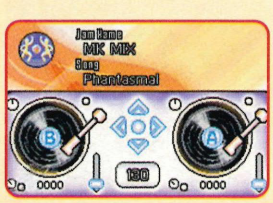
ADVANCE PREVIEW



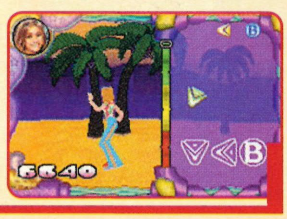




Acclaim is planning several *Mary-Kate and Ashley* games on the Advance, the first of which is likely to be Girls' Night Out. The game sees the Olsen twins out on the razzle, and includes a Dress-Up Mode offering new fashions and hairdos, and a Turntable Mode where you can mix your own hits and strut your funky stuff at the local disco. Secret clothes, dance steps and songs can be won by playing the game. To be honest, we're expecting few surprises from Mary-Kate and Ashley's Advance debut, but with any luck it could offer a solid if unoriginal experience. We'll get the chance to find oout later in the year...







COMPETITION

AN ATARI LYNX AND A BUMPER BOX OF GAMES MUST BE WON!

TELEGAMES



Before the Game Boy Advance, there was the Atari Lynx. Released way back in 1989, it was the world's first full-colour handheld console, and offered a backlit (!) screen, but suffered from the same problem as all backlit handhelds - it drained batteries. Six batteries to be precise, in not much more than two hours! Still, it had some great games, and if you splash out on a mains adapter, it provides hours of retro gaming fun.

Telegames specialise in hard-to-get hardware and ageing-but-classic games, so if there's something you've been after for ages but can't find anywhere, give them a ring on 0116 288 0445, write at Telegames Ltd, Kilby Bridge, Wigston, Leicester LE18 3TE. Their web address is www.telegames.co.uk and you can e-mail on sales@telegames.co.uk.

Thanks to those awfully nice people at Telegames, we've got one to give away, with a bucketful of old games thrown in for good measure. To stand a chance of winning, just answer this simple question:

Q: Which of the following consoles was made by Atari?

A: The Saturn **B: The N64** **C: The Jaguar**

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 6th February 2002 and close at midnight on 6th March 2002. The editor's decision is final and no correspondence will be entered into.

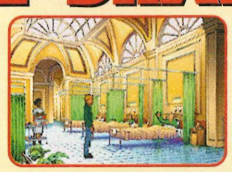
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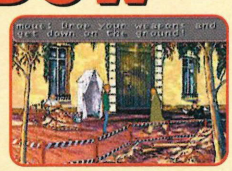
Or enter online at www.gbxtreme.co.uk

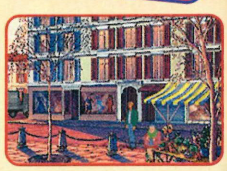
BROKEN SWORD: THE SHADOW OF THE TEMPLARS

ADVANCE PREVIEW

We've played it, and it's looking fine...





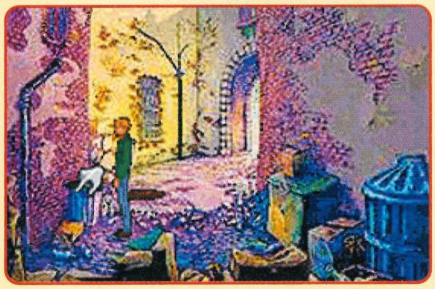




We last told you about *Broken Sword: The Shadow of the Templars* back in Issue Six, but now we've got our hands on an early demo of the first few scenes, we thought it was time we gave you an update. Fans of the original will know it was controlled by dragging a pointer across the screen. If you wanted to move your character, you had to place the pointer where you wanted him to go and press a button. To make him leave a room, press on the door. To make him pick up an object, drag the pointer over it until it changes into a hand and then press. This meant much of the game was spent sliding the pointer around pixel by pixel, waiting to uncover something you can use. On the GBA, developers Revolution Software scrapped this completely. You now move your guy directly using the D-pad, and the right shoulder button toggles the pointer through items and areas you can manipulate.

The storyline as a whole pads out really well. The dialogue is well written and relevant, and avoids the trap of forcing the player to walk around having endless conversations for no apparent reason. The opening is strong, and the plot, a fiendish tale of mysterious murders that unfolds into a chilling international conspiracy, is strong enough for any spy thriller addict.

To see more of *Broken Sword*, check out the interview with its producer, Tony Warriner, on this month's video.





Overseas News

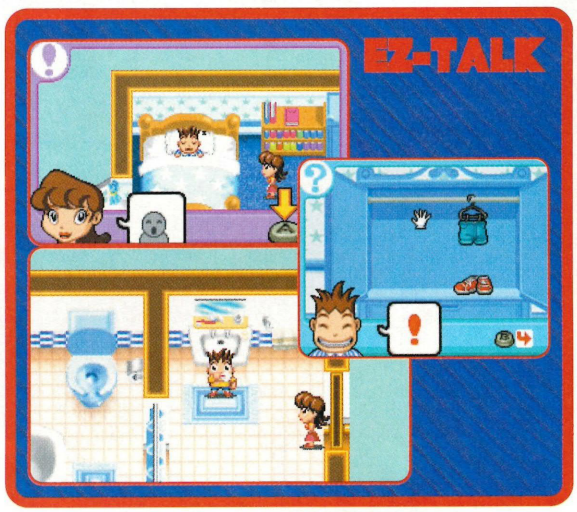
The latest happenings from all around the world...



Hey readerz! I've just got my hands on a Japanese copy of **Advance Rally**, and it's kewl! It's by the people who brought us *Advance GTA*, and it uses a modified version of the same engine. There are 23 cars, all based on the real deal, and 24 tracks spread across 14 nations. Look out for great weather effects such as mud, rain and snow. The biggest changes to the game engine are the inclusion of hills and an improved suspension system, which is something a rally game desperately needs. The crash routines have been beefed up too. There's also real speech for the navigator! *Advance Rally* is a kewl seat-of-your-pants racer, and as the menus are mostly in English, there's no real language barrier. It's bound to come out over here, but I hope they don't replace the battery back-up saves with a password system like they did with *Advance GTA*.

When I heard **4x4 Arashi** was about to hit the shelves in Japan, I was lookin' forward to an off-road driving game. WRONG! It's a Konami soccer sim, also known as *Yuujou No Victory Goal*. And it ain't no World Cup serious simulator either! Instead, it's a four-a-side kick-about with arcade action the order of the day. It ain't bad either. You wouldn't expect the sophistication of an *ISS* or *FIFA* game, but what it lacks in brains it makes up for in sheer pick-up-and-playability. It's the perfect game for a quick bash-around with your mates, but don't expect to be playin' the single-player mode for months on end.



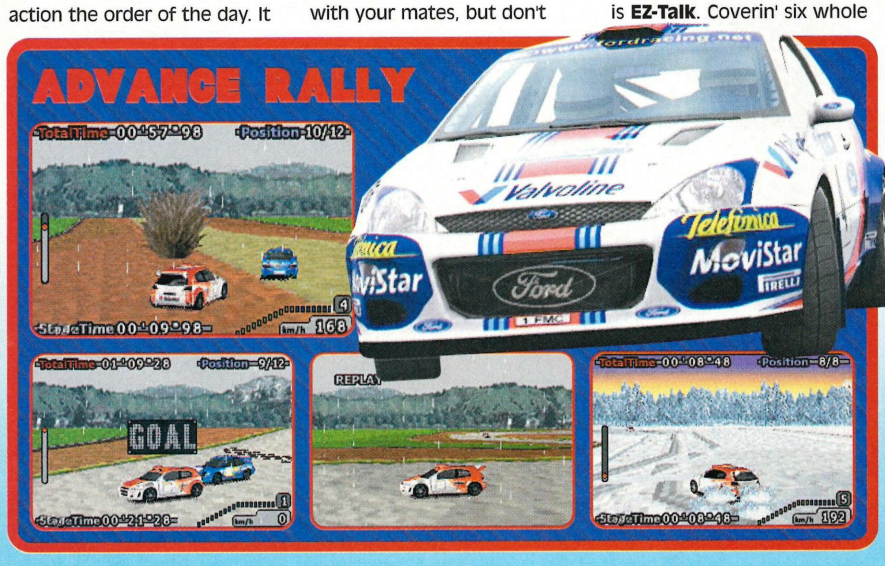


Mind your Language

One Advance series there's absolutely no point in gettin' is **EZ-Talk**. Coverin' six whole carts, this is not a game, but a language tutor. Honest! It's there to teach Japanese people how to speak English. You play a young boy who must go about his everyday life, following instructions given to you in English. It's very clever. Maybe someone will make a similar saga to help us learn European languages, but I'm not holdin' my breath.

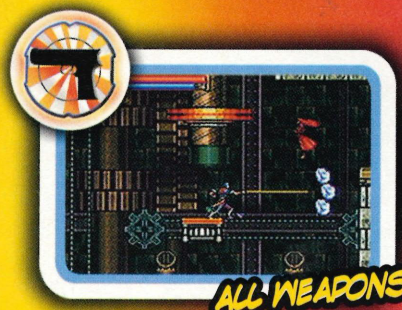
A title that's far more likely to make the import shelves is **King of Fighters EX Neoblood**. Instead of picking one fighter, you choose a team of three, taken from SNK's *Art of Fighting* and *Fatal Fury* games, as well as their early outings *Psycho Soldier* and *Ikari Warriors*. The fighting folks are ported straight from the NeoGeo game *King of Fighters '99*, but the storyline is all-new. A few frames of animation have been cut, but overall, they look kewl in action. This is a game that's reasonably likely to be brought over here, but it ay take some time for someone to pick it up. SNK's loyal followers should look for it on the import shelves.

Sakura

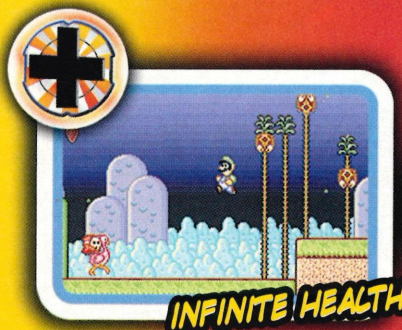




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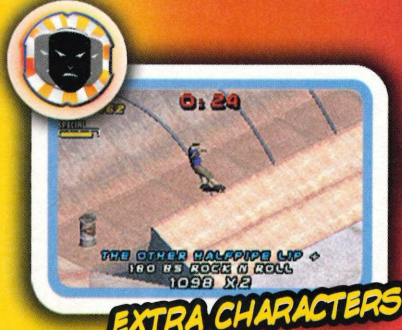
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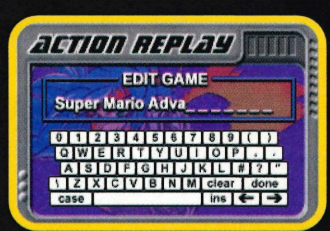
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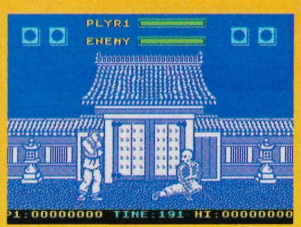
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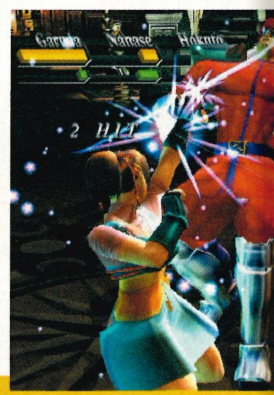
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THE HISTORY OF STREET FIGHTER



Few fighting games have had an impact like *Street Fighter*. It was the series that helped shift thousands of Super Nintendos. And yet, looking back to the original game, there was little sign of the huge success the series was to become. *Street Fighter* first hit the arcades back around 1987. There was nothing quite like it at the time, and the game enjoyed a fair degree of success. It was even converted to home computers too, with Birmingham-based software house US Gold publishing the game on the likes of the Spectrum and Commodore 64 computers. Yet technologies were still limited at this time, and whilst the original Street Fighter game was certainly good fun, there just wasn't that much to keep you going back for more. Perhaps the wait for technology to catch up was the reason it took so long for a sequel to make it to the arcades. The time was certainly well spent, as when the sequel appeared in 1991, it was a revelation. There had arguably never before been such a good-looking fighting game with – crucially – such a sophisticated control system. The other reason for its appeal was in Multiplayer Mode the game was frankly superb, as players battled it out in the guise of their favourite character. The game quickly attracted a lot of attention, and with plenty of hidden moves and combos waiting to be discovered, people queued happily with their bags of coins waiting to play.



The controls and combos really were a crucial part of the game's success, allowing an unprecedented amount of tactical control over your fighter. Holding a button for a set number of seconds then hitting another could quickly uncover a special move to give you the upper hand in a bout, and whilst they may be nothing special now, back then this was a revelation.

Fighting the Opposition

The more interesting *Street Fighter* spin offs in the past few years have been the likes of *Marvel vs Capcom* and *SNK vs Capcom*, which has brought together the key characters from the competing franchises in a series of glorious 2D beat-'em-ups. These have been quickly embraced, again by hardened gamers, as some of the finest 2D fighters of recent times. If you take your fighting games seriously, you should seek them out.



Pocket Fighter

One of the several spin-off games involving Street Fighter characters was this amusing PlayStation release from Capcom, which pitted pint-sized fighters against each other. It was great fun to play, and if you've got a PlayStation hanging around somewhere, it's well worth rummaging through the bargain bins to see if you can pick up a copy.



Great mysteries of our time. With so many *Street Fighter* games out there, why are they still only at *Street Fighter 3?* With *SF Alpha 3* shortly to hit the GBA, Simon looks back over the life and times of *Street Fighter*...

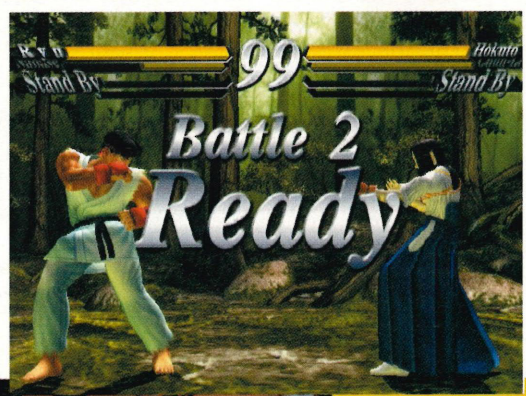
To the Consoles...

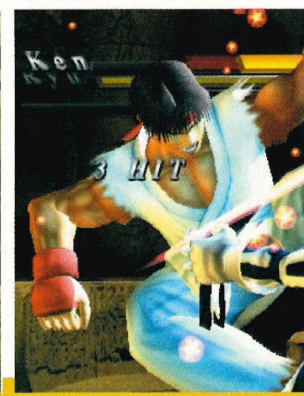
With plaudits raining in from across the world, and extra arcade machines being ordered in to cope with demand, it was inevitable *Street Fighter 2* would find its way over to home consoles. And so it came to pass that *Street Fighter 2* was published on the Super Nintendo, and despite a hefty price tag that saw stores selling the game for £64.99, it still shifted. More to the point, it also shifted thousands of consoles, as word of mouth quickly spread and the game became a must-own. It made Capcom millions, and continues to do so now.

The expectation was that Capcom

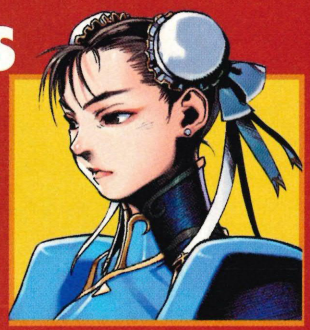




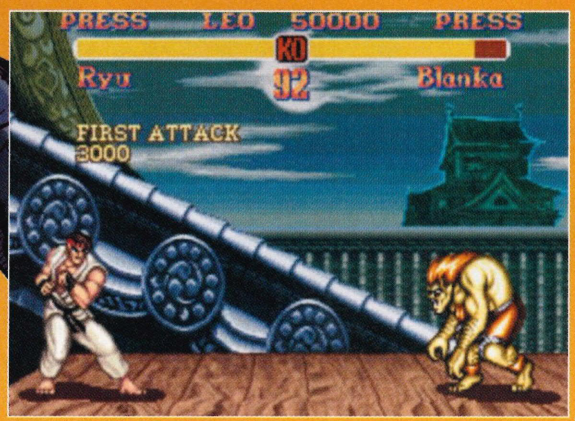




The Characters



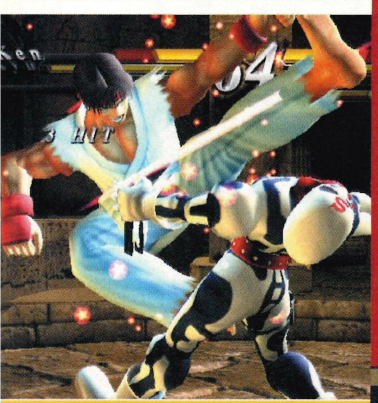
One of the key factors that's always given *Street Fighter* an extra edge is the range of memorable characters packed into the games. From *SF2* onwards, the graphics in the game have facilitated the chunky, detailed cast each with their own unique character traits. And, it seemed, everyone had their favourite. Chun-Li could clearly kick Lara Croft's backside whenever she wanted. Then there are deadly types like M Bison, Cammy, E Honda and Ryu. In short, someone for everyone!

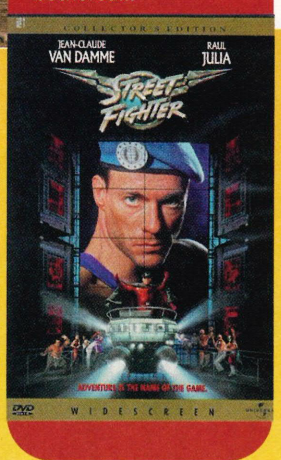


would next begin work on *Street Fighter 3*, yet at this stage that was still some time off. Next on the agenda was a variety of further *Street Fighter 2* games, which were popular, but gradually started to erode the support the franchise was gaining, as gamers began to feel they were shelling out for the same game over and over again. You could see their point. *Street Fighter 2 Turbo, Street Fighter 2 Champion Edition, Super Street Fighter 2, Super Street Fighter 2 Turbo* and such like came out in quick succession, each boasting changes in characters, design, speed and moves, but ultimately not adding an enormous amount to the original *Street Fighter 2* game. Both in the arcades and in the subsequent home conversions, games eventually began to thirst for what they really wanted: *Street Fighter 3*. Capcom, however, had other ideas. Up then stepped *Street Fighter Alpha*, which was set in time between the original *Street Fighter* and its sequel, which meant sweet-FA to gamers who just wanted an innovative fighting game. And, you've guessed it, they followed that with *Street Fighter Alpha 2*. And as Capcom was doing this, serious competition was arriving from elsewhere, taking away a share of the fighting game market that Capcom to this day has never won back. Games such as *Virtua Fighter* from Sega moved the genre into 3D, and gamers quickly followed. The *Street Fighter* franchise had a core support of hardened, loyal gamers, but even they were likely to be dabbling with others such as the evolving Mortal Kombat saga. While all this was going on, *Street Fighter 2* did make it to the Sega Mega Drive, and also to the Commodore Amiga home computer, but on neither format did it have the impact of its SNES release. Then the movie arrived, which you can read about elsewhere.

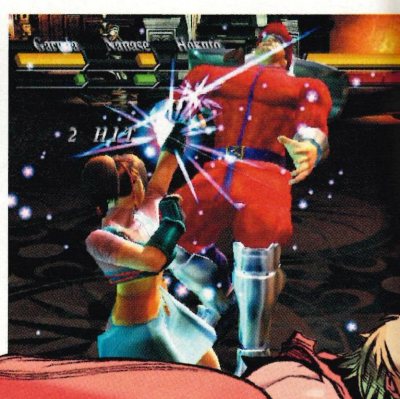
The Movie

Long before Lara Croft hit the silver screen, a movie was made of *Street Fighter*. Sadly, it really was poor, despite the presence of Kylie Minogue. Ultimately it became a vehicle for Jean-Claude Van Damme, and along with the rest of the man's career, the movie completely bombed, ruining any plans for a sequel. Which, given the quality of the film, probably wasn't that bad a thing. At least it was better than the Double Dragon film, though. Nonetheless, Capcom followed the release of the movie with yet another game, the equally-disastrous *Street Fighter: The Movie*. They really, really shouldn't have bothered...



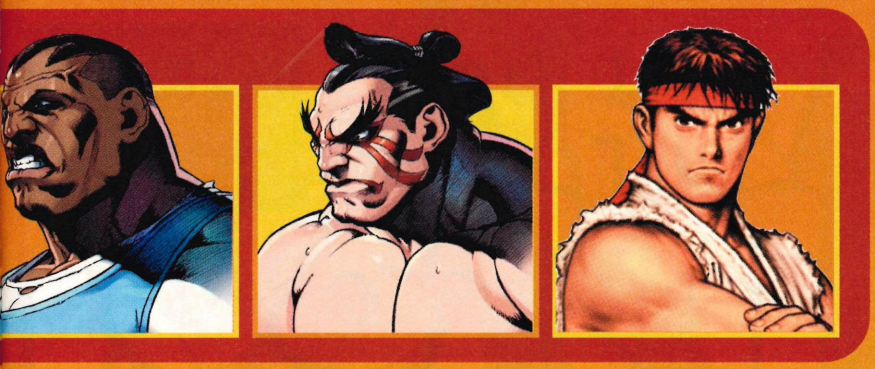












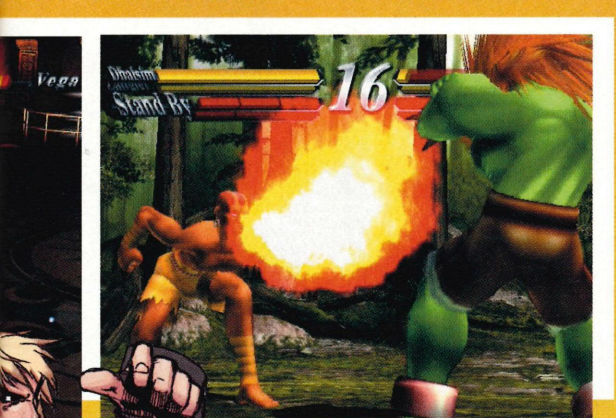
And Finally...

Eventually, the official third *Street Fighter* game was announced, although astoundingly it wasn't going to embrace the 3D approach that its key rivals were doing. However, it did bring new characters and better graphics, although arguably it wasn't the true evolution that most people were expecting or wanting. Thus, whilst it was a very good game in its own right and did reasonably well, it didn't shake the earth. Nor did its inevitable follow-up, *Street Fighter III: Second Impact*, and the recent Third Strike. At the same time, Capcom did release a 3D game in the franchise, under the title *Street Fighter EX*. However, it was quickly rumbled as not really using proper 3D, instead planting 3D graphics onto the same 2D fighting engine. It didn't go down well, and it was quickly followed by *Street Fighter EX* Plus, *EX2* and *EX 3*. However, it did find success in its home conversions, generating impressive sales on Sony's PlayStation console. Arguably the best of the recent Street Fighter games is *Street Fighter Alpha 3*, which is shortly to become the latest SF game on Game Boy. A preview follows this feature. However, rounding up the history of Street Fighter, there's little doubt that it's one of, if not the, most influential fighting games of all time. Sure, we'd add our names to those who wish Capcom had been a bit more daring with the franchise over the past decade. However, in the last couple of years, it's enjoyed a resurgence amongst more experienced gamers, who can see past fancy 3D graphics and just want challenging, deep gameplay. And to be fair to Capcom, that's one area where we've not been too short-changed over the years. As to whether we'll ever see a fully up-to-date *Street Fighter 4*, we can only live in hope...

Simon Brew







Attack of the Clones

Unsurprisingly, given the enormous commercial success of the Street Fighter franchise, Capcom's rivals were keen to churn out rivals to compete for your money. At first it was the likes of *King of Fighters* and *Mortal Kombat*, with competition then coming from the likes of *Tekken*, *Soul Calibur* and *Virtua Fighter*. It eventually evolved to the point where Capcom produced games with characters from rival games, with titles such as *Capcom vs SNK*, just one of the reasons why the 2D fighting game is still as strong as it is.



STREET FIGHTER ALPHA 3

ADVANCE PREVIEW

Coming soon to a GBA near you!





Panic not, all you Advance owners thirsting for another serving of *Street Fighter* on your handheld, as Ubi Soft is shortly to release a conversion of arguably one of the finest *Street Fighter* games of recent years. It's a challenging conversion too, being handled by Crawfish Interactive, and the game will be optimised for its Game Boy appearance. The game is set to include much of the meat and drink of the franchise, with the chance to have one-on one-fights, take on the World Tour Mode or just have a game of Survival. Naturally enough, a Multiplayer Mode is built in for those with a link cable (and a friend, natch). It contains 37 characters, three of which are being added especially for the Advance game, the rest coming from across the entire *Street Fighter* universe. Furthermore, you can customise the way you play the game through your choice of fighting modes and styles, and as you'd expect, the vast array of combos, special moves, blocks and such like will all be in there too.

In short, it sounds to us like a 'best of' kind of game, taking the more successful elements of what has gone before and hopefully turning them into an essential GBA fighter. Certainly from what we've seen so far, we're sufficiently heartened. And you can see how the graphics are shaping up from the screenshots. All that's left to do now is sit and wait...

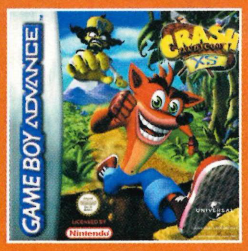






GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	✗	✗

ON TARGET If, on the early worlds, you can't think of a way to get a certain crate, leave it. Later in the game you get more abilities – perhaps you need World Two's Double Jump...



DAMAGE: £34.99
ON SALE: .....16TH MARCH 2002
WHO: UNIVERSAL INTERACTIVE STUDIOS
TYPE: .....PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: ....BATTERY BACK-UP

CRASH BANDICOOT



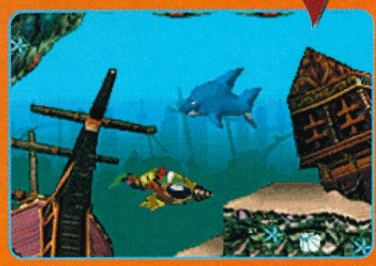


The bounding bandicoot comes crashing onto the advance, but is his latest crate-smashing creation a true gem? Ian gets into a spin...

SEAL OF XTREME APPROVAL







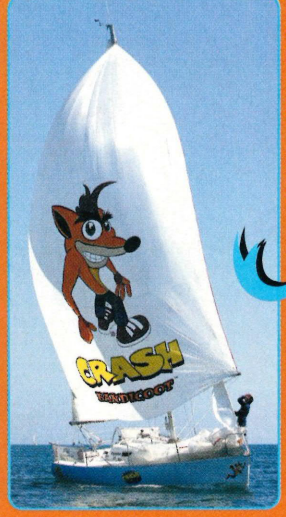
Hey, guess what? Crash is back in an all-new adventure, but the plot remains the same. Dr Neo Cortex is up to no good (this time, he's shrunk the Earth to the size of a grapefruit), and it's up to *Crash Bandicoot* to save the day – by collecting crystals! The plot never changes, but what the Hell? Jeffery Archer made a mint out of recycled storylines. Another thing that hasn't changed in the move to the small screen is the incredible production values. Have you watched the marsupial marvel in action on this month's Action GBX video yet? Doesn't he look cool? He runs, jumps and spins just like he did on the PlayStation, losing none of his fluidity and grace. All the rascal rodent's mega-moves are there. With a tap of a button you can jump (performing a neat somersault in mid-air), spin on the spot to topple boxes and baddies, slide-tackle obstacles and foes or crouch, hugging the ground as you crawl. Other abilities, such as the Super Body Slam and Double Jump, are won by defeating boss baddies. There are levels where Mr Bandicoot must swim, too. Remember the swimming levels in the PSX games? Well, they're just like that, even down to the hilarious death sequences where Crash swells like a balloon when spiked by a puffer fish or explodes after hitting a mine. Makes a change from turning into an angel and flying up to heaven...

Worlds Apart?

It's not just the main dude that's been successfully ported to the handheld either. Crash's world has been beautifully recreated, right down to the finest detail. For example, there's the crates. It just wouldn't be a Crash game without the crates. Ordinary crates contain apples, question-marked crates hold a surprise. Red TNT crates blow up three seconds after you land on them, green Nitro crates explode on contact – very dangerous. Crash crates hold an extra life, and those with the wooden mask on them give you the Aku Aku witch doctor's mask that floats around your shoulders and takes the next hit for you – yes, that's back



Crash Floats Your Boat



The guys behind Crash Bandicoot X/S have sponsored a racing boat in the Solitaire du Figaro race. The Solitaire du Figaro is a four-leg race running from France to Ireland via Spain. We've never heard of it either, but the Crash-liveried yacht looks pretty mpressive.



LINK CABLE

ON TARGET

Spikes on enemies are a clue. Don't run into them – find a way to topple it without touching them.



X/S



An Aku Aku mask takes a hit for you, but is no use if you fall down a hole.

too, as are the unbreakable iron crates and the exclamation-marked boxes that turn crate outlines into actual crates. In fact, the developers have taken a crate deal of care on this (I don't believe I just said that). The level layout is the same too. Take on five stages in any order, and once you've got the Purple Crystal from each, you can challenge the world boss. Don't assume you've finished, though – that ain't the way *Crash Bandicoot* games work. To REALLY complete the levels you have to go back and tackle them again, this time earning Relics by beating increasingly-short time limits instead of concentrating on goodie-gathering. There are three levels of Relic, but you can forget earning a Platinum one until you've got the Turbo Run ability from the fourth boss.

To get the Grey Gems, you must smash every single crate. This is often impossible when you first tackle a level – just get through it alive and return with the powers you win later in the game. There are also Coloured Gems hidden within the levels as bonuses. There's so much packed into the game that you can 'complete' every level and get to the end-of-game baddie with only 33% of the game finished.

The one thing that isn't ported intact from the PSX is Crash's 3D engine. Most of the game is in glorious 2D, and none the worse for it. Paths are clearly marked, and you never feel you should be able to access areas of the screen that you can't reach, a bugbear that's sunk many a platformer in the past. There are exceptions to the 2D platform rule, though. In some ice worlds you fall into a hole, landing on the back of a polar bear. The perspective then changes so you're running out of the screen, with an enormous yeti behind you. Jump the obstacles and dodge the

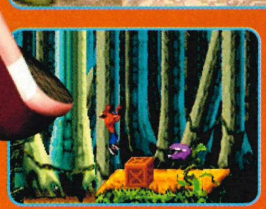


Best come back later to claim this free life.



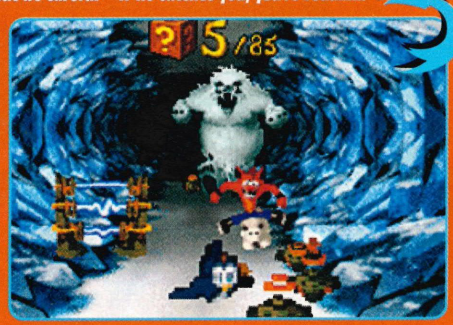


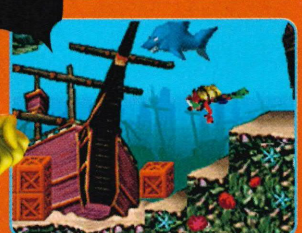
I thought apples floated?











On the icy levels, there are places where you fall into an underground tunnel and have to run like a bad case of diarrhoea to get away. You can jink left and right to avoid obstacles, and even get your polar bear to jump, but be careful – if he catches you, you're roadkill!

It's Snow Joke...

ON TARGET A green box with an exclamation mark blows every Nitro crate on the level. This is essential if you're to get Grey Gem.

enemies – don't let him capture you. Other levels see Crash donning a rocket pack and taking to the air, bringing down Neo Cortex's airships, and even riding a hoverbike. All classic Crash Bandicoot stuff.

Crash and Burn...

As you may have gathered by now, we love *Crash Bandicoot X/S*. However, it's not perfect, and not quite up there with *Super Mario Advance 2: Super Mario World* or *Warioland 4*. For starters, it's totally unoriginal. Okay, it's an all-new adventure, but nothing has been added to the classic Crash formula. *Crash Bandicoot X/S* doesn't even attempt to take the saga a step further, instead treading old ground and giving gamers what they're used to. Still, perhaps that's not a bad thing. The last *Mario Marvel* was a SNES port; at least X/S is GBA-unique. And maybe if it tried too hard to be different, it wouldn't be Crash anymore, and we certainly wouldn't want that. More serious is the occasionally wonky collision detection, which sometimes makes objects play as if they're a little larger than they actually are. It's very frustrating when you lose three lives on the trot to the same baddie, purely because you're mistiming your runs and being killed before he actually touches you. This is not a terminal error – just a flaw which sometimes annoys. And although the game's eclectic mix of environments is laudable, did we have to have quite so many slippy-slidey ice worlds where inertia carries you forward an inch or two after you've stopped? It's a platform cliché these days, and one would be enough.

Class of '02

Still, perfect or not, *Crash Bandicoot X/S* just oozes class. Crash himself is overloaded with animation, making him slinky, fluid and lush. His environments look every inch the *Crash Bandicoot* world, and the level design keeps you on your toes and makes you want to play on, even when you get to a frustratingly difficult bit like the stupidly-hard third boss, Tiny. The level design is open enough to prevent you getting stuck in one place but without losing a sense of progress, and as you can come back for the extras at any time, there's always lots to do. It's not a case of completing it once then starting again – you can chip away at different parts of the game every time you play.

All in all, it's a sterling platformer, and a worthy debut for the orange one. Let's hope we see lots more of him...

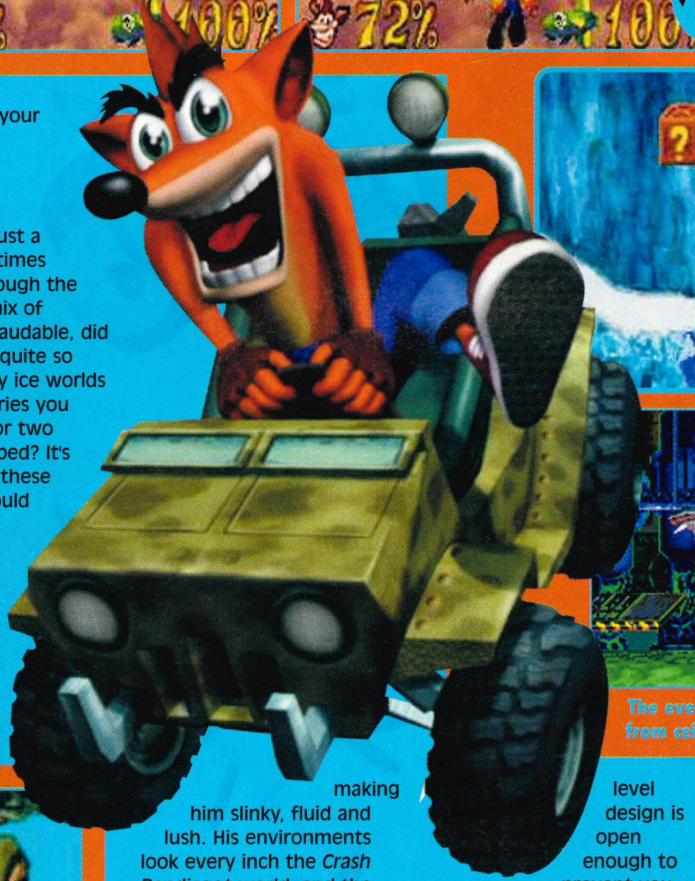
Ian Osborne

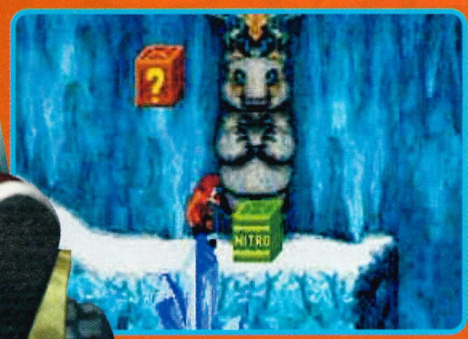


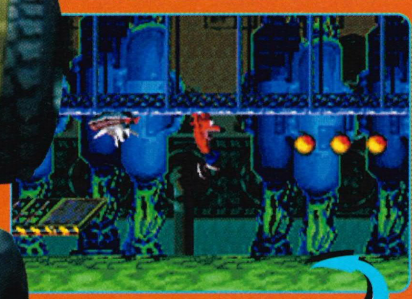


Come Fly With Me...

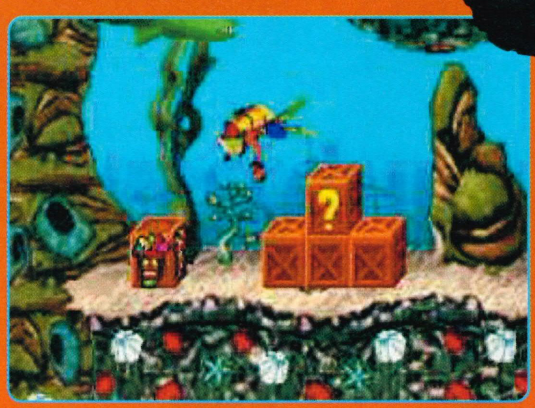
When Crash dons a rocket pack, he can fly through the air blasting the Doc's planes and Zeppelins with his ray gun. It's an interesting break from the norm.

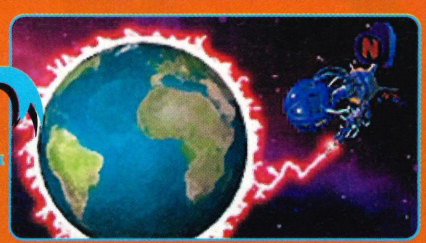




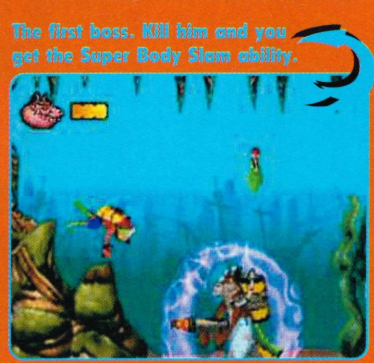


The ever-versatile Crash hangs from ceiling bars.

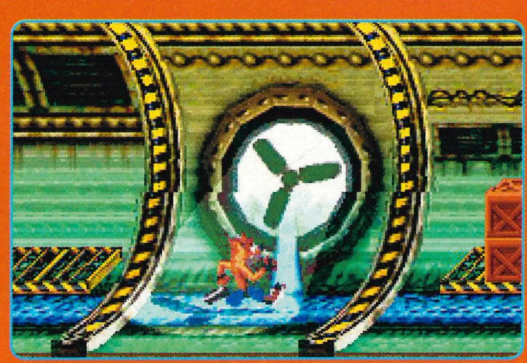




Cortex shrank the Earth to the size of a grapefruit.



The first boss. Kill him and you get the Super Body Slam ability.



XTREME RATING

Uppers
+ Amazing animation.
+ Great level structure.
+ Lots to come back for.

Downers
- Imperfect collision detection.
- Too many ice levels.

Summary
Crash Bandicoot X/S is a real winner. The marsupial marvel makes a near-perfect move to the GBA, and really shows off what the machine can do.



92%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✔	✗	✗

LINK CABLE

ON TARGET Look at the demonstration songs (including the version of Eminem's 'My Name Is') to learn how a song is put together.



DAMAGE: £34.99
ON SALE: .....OUT NOW
WHO: .....RAGE SOFTWARE
TYPE: .....MUSIC SIM
NO OF PLAYERS: 1
SAVE SYSTEM: ...BATTERY BACK-UP

POCKET MUSIC

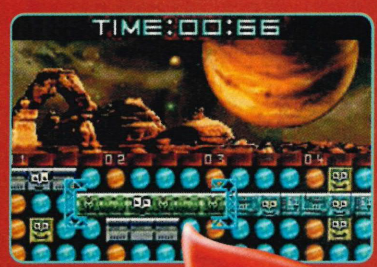


Jamie is often found getting jiggy with it, but not often with his GBA! It's a game, but, err; it isn't.

It must be thought that gamers are budding DJs, as music creation packages have appeared on many a console. However, until now you needed to be sitting in front of your TV whilst spinning your virtual decks. Has an idea for a funky little number ever popped into your head whilst on the bus, beach, or train? Ah, you could be in luck...

Here's an interesting title, then. *Pocket Music* isn't a game as such, but what it lets you do is use your GBA in an entirely different way – to create music! It's certainly a brave idea, and might just create a little niche for itself. The way it works is quite simple. A library of various sounds (samples) has been provided for you. From funky beats to pumping techno bass to jangly synthesiser breaks, they're all here. It's up to you to arrange these samples, using up to six tracks, in such a way as to produce the next floor-filler. Don't like one of the samples? There's a built in sample editor which lets you edit certain attributes, and change it to your liking.





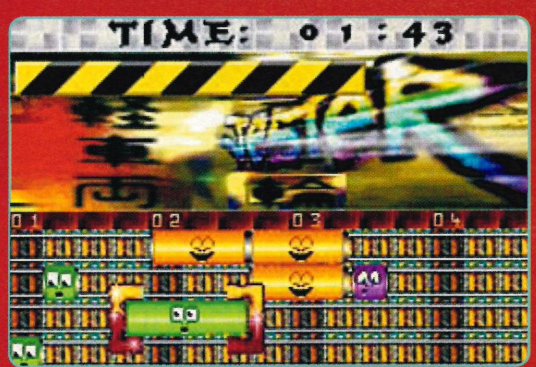
Hey, surreal...

Sound of Silence...

Interesting and unusual, yes, but there are problems. Firstly, the sound seems strangely quiet. Maybe not a huge issue with headphones on, but in a busy environment you'd have trouble. Then there's the fact that you can only utilise the supplied samples. Okay, so there's a lot of them, but anyone with an inkling of musical creativity will want to use their own

Which brings me to my third point. *Pocket Music*'s simplicity and limitations mean that a proper musician will show little interest, and the casual gamer could easily become bored and frustrated. Perhaps there is a market for this amongst those who wish to explore the area of song creation, but again, surely they will run into the limitations provided by *Pocket Music* sooner or later?

Jamie Wilks



My Name Is...

Pocket Music contains a neat remix of Eminem's My Name Is. With the swearing and smutty references to Christina Aguilera removed, of course...







The Track Editor. Where you edit the tracks.

XTREME RATING

Uppers
+ First of its kind on the GBA.
+ Tons of samples.

Downers
- Very quiet.
- No way of adding sounds of your own.
- Not exactly feature-packed.

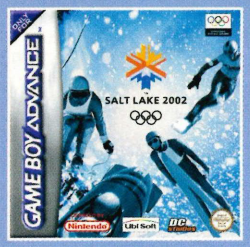
Summary
It's difficult to see which market Pocket Music is aimed at. A clever an original title, but probably more at home on something more capable.



64%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	✗	✗

ON TARGET A curling stone straight down the middle and seven swipes with both brushes gives you a perfect centre.



DAMAGE: £29.99
ON SALE: ..... OUT NOW
WHO: ..... UBI SOFT
TYPE: ..... SPORTS SIM
NO OF PLAYERS: 1-4
SAVE SYSTEM: .... BATTERY BACK-UP

SALT LAKE 2002



A game about a salty lake didn't appeal to the GBX team much, so old muggings here got lumbered with it. Luckily, *Salt Lake 2002* is actually a cool winter games sim...

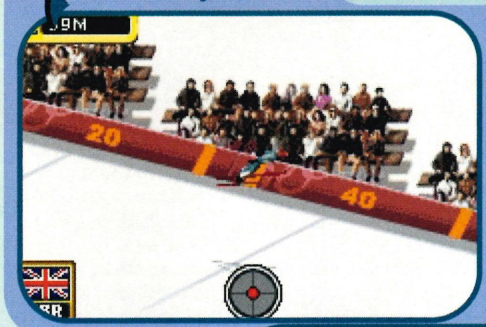
In case you weren't aware, this year's winter games is being held in some place called Salt Lake City. You know, skiing and bobsleighing and stuff. Currently the closest thing the GBA has to an Olympic sim is *Tony Hawk's*, so is *Salt Lake 2002* decent enough to fill this gap in the market?

Salt Lake 2002 has four single-player game modes, each one a slight variation on the format of the competition's six events. The events are; ski jumping, curling (that thing like ice bowls with brooms), downhill skiing, bobsleigh, snowboarding and downhill slalom. The three downhill modes are pretty similar; downhill skiing is a straight time trial to the bottom, with snowboarding and downhill slalom being the same thing but with flags or gates respectively.

The first single-player game mode is the straight Olympic Mode; pick your difficulty level and then compete for medals. Next up is the Classic Mode; a set distance/time to beat for each event and only three lives. Then there's the Tournament Mode, a four-round competition against all 16 other countries in the event you choose. Lastly there's the Time Trial Mode where you can play away to your heart's content trying to improve your own scores.

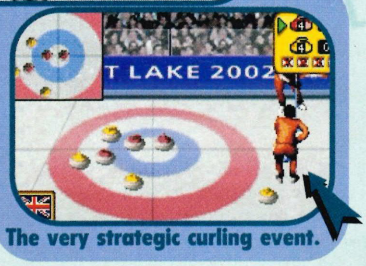


Control Challenge



Balance needed for the ski jump.

The key to each event is mastering the control system. The ski jump uses a balance system with the D-pad, and the bobsleigh is similar. The downhill events require a button-bash for push-off power, and then it's one button to crouch for speed and the other to brake. The curling uses a power/direction meter and then the shoulder buttons to brush the ice and curl in either direction.

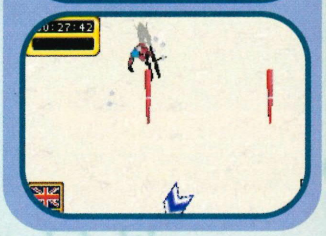


The very strategic curling event.









Cold Competitions...

The game has five difficulty levels across the board, starting at Beginner right through to Legend. By collecting gold in all events in the Olympic mode you unlock the next difficulty level and make it selectable in all modes.

The games themselves are great fun, being reasonably simplistic but addictive and challenging at the same time. There may not be much diversity with the three downhill modes, but the ski jump, bobsleigh and curling modes offer very unique challenges that take different skills to master.

One of the real beauties of *Salt Lake 2002* is the multiplayer game mode. By sharing a single GBA, up to four players can compete against each other in all six events. This is Olympic sports gaming at its best, and a completely unique multiplayer mode because it's not link-up!

Jamie Wilks





XTREME RATING

Uppers
+ Four modes, six events.
+ Brilliant fun.
+ Superb Multiplayer Mode.

Downers
- Simplistic gameplay.
- Very repetitive.

Summary
A top-quality winter Olympics sim. Great fun, bags of longevity and highly addictive on your own or with friends.



80%

Guess what's coming to the Gamecube™ ?



....unwrapped 3rd May 2002

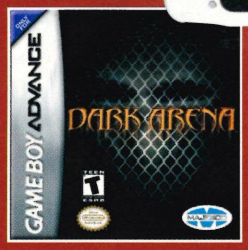
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GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✔	✗	✗

LINK CABLE

ON TARGET Don't forget there are three difficulty levels you can play at, but if you want a longer-lasting game, you're best off avoiding the Easy Mode.





DAMAGE: £34.99
ON SALE: .....OUT NOW
WHO: .....THQ
TYPE: .....FIRST PERSON SHOOTER
NO OF PLAYERS: 1-4
SAVE SYSTEM: .....PASSWORD

DARK ARENA



Another first-person shooter arrives on the Advance, although as Simon discovers, *Ecks vs Sever* needn't feel too threatened just yet...



This is the bolt gun, and underneath that explosion is the corpse of a baddie.



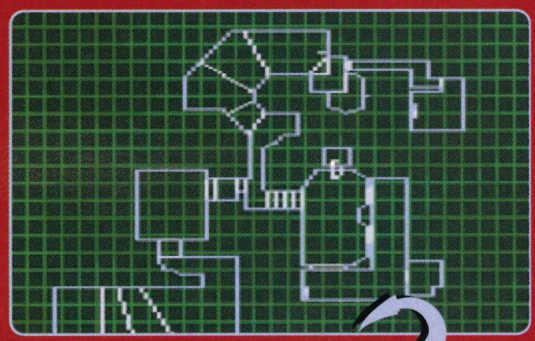


We're getting quite spoiled, us GBA owners. When *Doom* was first announced for the handheld, there was a mixture of disbelief and amazement that the genre could work and survive on an Advance. However, with *Doom* and the awesome *Ecks vs Sever* arriving in quick succession, doubts were quickly laid to rest as not only was the genre technically possible, but we got two excellent games thrown into the bargain. *Dark Arena* has quite an act to follow.

It certainly kicks off well. Graphically, the game engine manages to hold a fair amount of detail whilst moving the game around at a brisk enough pace. Even in a four-player deathmatch things are kept at a decent tempo, and you can even play on the same side. It instantly becomes clear too that this leans more towards *Doom* than *Ecks vs Sever*; the plot is a side issue, frankly, with the main focus being on putting you in the middle of the action with some serious blasting to do. And whilst this is a perfectly acceptable thing in our eyes, it does neatly help cover the gaps in the enemy artificial intelligence, as on plenty of occasions we hid behind a wall blasting away at them, while they simply stood there taking the punishment. They're not all dim, though, with later baddies more than happy to retrieve the odd weapon and aim it in your direction. However, with stilted yet at times very swift movement, it's sometimes hard to treat some of the bad guys as a genuine threat.

Third Place

The hokum story to



Find Your Way

One of the earliest pick-ups in the game is the Map Display, which is worth its weight in gold as you progress through the game. Once you've got it, you can simply hit the start key, select the map and pinpoint your exact position. Just like an A-Z.







Pick 'Em Up

Make sure you keep on the lookout for pick-ups as you make your way through the game. Extra bullets and different weapons can prove invaluable when you're in a tight corner!





This is the GBX office during working hours. It's a hard life.





justify it all sees you as a Special Operations Officer caught in the midst of the *Dark Arena*, which is packed with mutated enemies and a fair few puzzles to solve. For whilst the emphasis is predominantly on the action, the grey matter is needed from time to time to help uncover secrets and switches that could lead to a valuable exit. The levels vary in design, but generally are challenging enough and have sufficient locked doors, different platforms, ledges and such like. And let's make no bones about it – for simple, gratifying and instant fun, *Dark Arena* does hit the mark. Sadly, it does sit in third place behind the might of *Ecks vs Sever* and *Doom*. And for that, there are a couple of reasons.



Firstly, the gameplay doesn't quite capture the frenetic nature of the opposition. Too often you turn a corner and walk into an open room, with baddies to quickly dispatch. There's little thought to it – you shoot, they shoot, they move, usually in a silly and unconvincing way, you move and so on. Fair enough, other titles have similar levels, but with *Dark Arena*, it just doesn't feel so urgent. It's also, both in terms of graphics and gameplay, the least sophisticated out of the three games. In the case of the former, the visuals are quite simple and the baddies rarely look threatening, whilst in terms of gameplay, it's not quite as tight as Doom, nor is it as much of a joy to play as *Ecks vs Sever*. That's not necessarily a direct fault of *Dark Arena*'s, more an indication of the quality of the opposition.

Speed Demon

Still, you shouldn't be blinded to what *Dark Arena* is. And that's a capable, fast-moving and generally enjoyable little blaster, which you can play without engaging the brain too much. The mutli-player modes are a very welcome bonus, and the learning curve is perfectly surmountable too. All this combines to make *Dark Arena* a warm recommendation, if still some way away from being king of the genre.

Simon Brew



Access to some areas, as with the likes of *Doom*, requires a colour-coded keycard.

Well Armed

Dark Arena may start you off with quite a simple weapon, but as you go through the game you find nine different methods of destruction to collect. You need them too – with 20 environments to work your way through, it's not a mission for the faint-hearted.







X-treme Rating

Uppers
+ Fast graphics engine.
+ Fun to pick up and play.
+ Good throwaway entertainment.

Downers
- The opposition is better.
- Gameplay not tight enough.

Summary
Certainly an enjoyable and entertaining game, but if you're a first-person shooter fan, this should be no higher than third on your list.

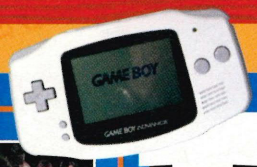


71%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✔	✗	✗

LINK CABLE

ON TARGET For complete mastery, learn each character's combos. That way you know what to expect and how to counter each opponent.

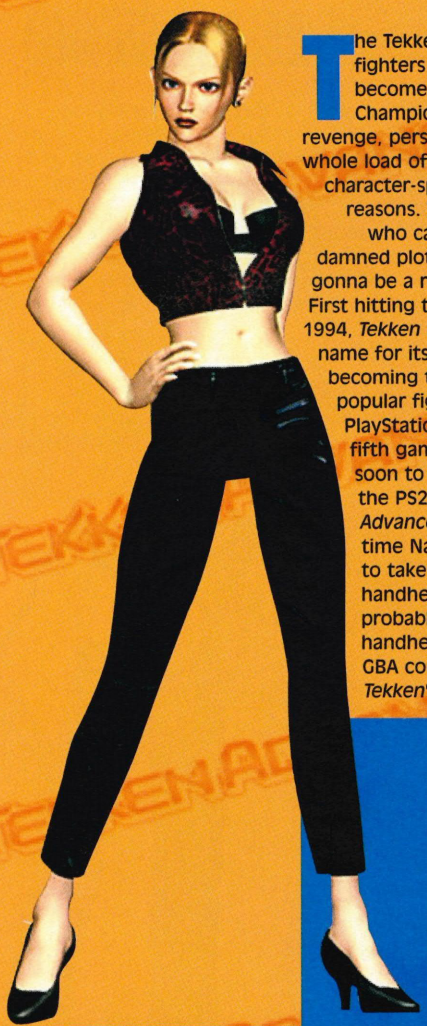




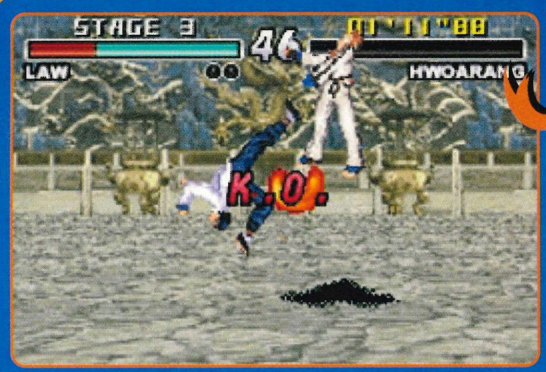
DAMAGE: £34.99
ON SALE: .....APRIL 2002
WHO: .....NAMCO
TYPE: .....FIGHTING
NO OF PLAYERS: 1-2
SAVE SYSTEM: ....BATTERY BACK-UP

TEKKEN ADVANCE

Namco squeezes its big fighter onto the small screen in *Tekken Advance*. Jamie goes combo crazy...



The Tekken; nine brave fighters seeking to become the Iron Fist Champion for fame, revenge, personal gain and a whole load of other character-specific plot reasons. To be honest, who cares about the damned plot? There's gonna be a ruckus, right? First hitting the arcades in 1994, *Tekken* really made a name for itself by quickly becoming the most popular fighter on the PlayStation. With the fifth game in the series soon to be released on the PS2, *Tekken Advance* is the first time Namco have tried to take the series to a handheld console, probably because no handheld before the GBA could handle *Tekken*'s lush graphics.



You cannot be serious!



On the Button...

For those who have never played *Tekken* (anybody?), the series uses a left punch/right punch, left kick/right kick set-up that is totally combo-orientated. There are no 'special moves' as such, although there are some very powerful single moves. The problem with the GBA is it's only got four buttons. Assign the four attacking controls and you leave little room for anything else, such as Change Character (for the tag mode) and the throws.

To get around this, Namco decided to simplify the control system to just one punch and one kick button. Unfortunately this was a big mistake, as it turns the whole thing into a bit of a button-basher. They should have used both lefts or both rights to throw (like the original *Tekken*) and stuck Change Character on Select. Instead we're left with combos that are very easy to perform due to only having two buttons to worry about, and we're restricted to a single throw move.

Don't get me wrong, *Tekken Advance* isn't a bad game, but it lacks the depth that most serious fighting game connoisseurs demand. Some would argue *Tekken* is a more simplistic fighting game than most, even in the





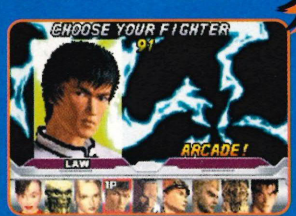




Nine fighters have made it to the GBA game; Ling Xiaoyu the female Chinese fighter, Yoshimitsu, the cyber-ninja, Nina Williams, the secret agent, Law, the Bruce Lee clone, Gun Jack, the military robot, Hwoarang, the kick boxer, Paul Phoenix the biker, King the wrestler and Jin Kazama, who just looks cool.

Pick Law, He Rocks!





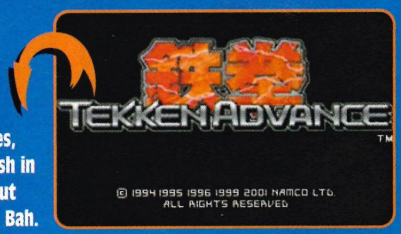


ON TARGET Combos that attack at different heights are often the best, and are good for catching your opponent off guard.



Where's the Intro Gone?

Tekken is well known for its cool intro sequences, and with Tekken Advance showing so much polish in these sorts of areas you'd expect a nice intro. But there isn't one. Not even an itty bitty little one. Bah.



















arcades, being largely about knowing your combos to both attack your opponent and defend against his own. On the GBA, however, with only two attack buttons, this flaw is hugely over-emphasised. Complicated combos pretty much go out the window with only two buttons, leaving us with a game that's just as easy to master by randomly hammering on the controls as it is if you actually sit down and learn the move lists.

Power Punches

On the positive side, *Tekken Advance* does boast four single-player game modes and a Practice Mode. As well as the usual Arcade Mode, Time Attack and Survival Mode (Arcade Mode but with single-round bouts, and your health bar is carried over to the next fight). A natty three-on-three Tag Battle has been included á là *Tekken Tag*. This is great fun and adds some extra depth by letting you pick not one but three characters that you can change between at will. A clever player picks characters with contrasting styles and switches to the fighter best suited to dealing with the current opponent.

On the multiplayer front, Namco has given us two multiplayer modes. Things would have been bleak here if there was only the standard Vs Mode, but thankfully the three-on-three Tag Mode is carried over to multiplayer. Those clever game plans come into play even more here as there are a lot of tricks you can play on a human opponent that you can't against the GBA. I personally like to keep the hard-hitting Paul tucked away in my arsenal for when things get desperate and I need to pull something out of the bag fast.

Tekken Advance is presented really well and Namco has done a great job of compressing Tekken's 3D graphics for the GBA. However, its lack of fight depth is too big a drawback for this reviewer to rate *Tekken Advance* any higher than average, which is a shame because it's oh-so-nearly a real corker.

Jamie Wilks

Mishima Madness...

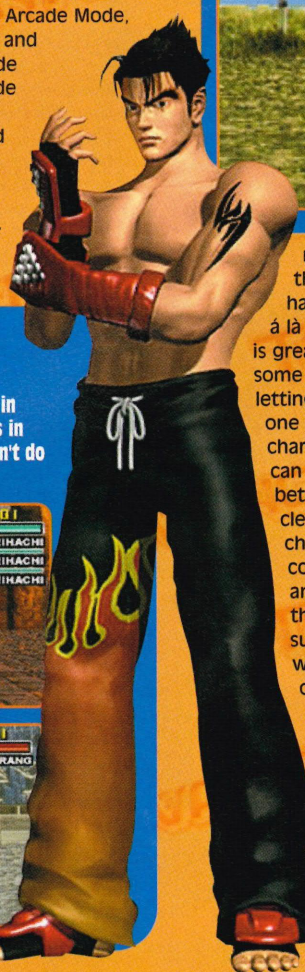
The main storyline in the Tekken series centres around the Mishima family. The latest in the series, Tekken 4, features the return of Kazuya Mishima, son of Heihachi (the boss in Tekken Advance) who tried to bump him off at the end of Tekken 3. Seems like he didn't do a very good job...







Hwoarang uses his power fart move.





Uppers
+ Great graphics.
+ Lots of game modes.
+ Link up action.

Downers
- Butchered control system.
- Too easy.
- No cool intro.

Summary
Could have been so good, but doomed to mediocrity when they decided to halve the control system. Still a good game with plenty to offer, but lacking in depth.

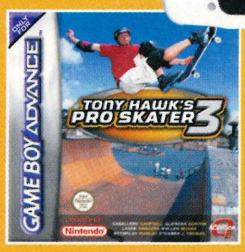
78%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	✗	✗

LINK CABLE

ON TARGET — Link your tricks using Manuals and Reverts to gain big big points.





DAMAGE: £34.99
ON SALE: ..... 29TH MARCH 2002
WHO: ..... ACTIVISION
TYPE: ..... SPORTS SIM
NO OF PLAYERS: 1-4
SAVE SYSTEM: .... BATTERY BACK-UP

TONY HAWK PRO SKATER

Jamie has now played Tony Hawk's 3 on three different formats. Is this a record?







Let's face facts – to participate in any of these 'extreme' sports (snowboarding, surfing, skateboarding, etc), you've got to, well, have a few problems upstairs. I mean, one small slip as you attempt that 920 back-yogle (or whatever) and, oops! You've broken an arm or a leg. If you're lucky. Bit of a gamble, no? I think I'll stick to the videogame versions! The GBA version of *Tony Hawk's Pro Skater 2* showed us it's perfectly possible to do these games justice, even though the GBA has no 3D hardware of its own. What of the third game in the series, then? Well, *Tony Hawk's Pro Skater 3* has already wowed PlayStation2 owners, and looks to do the same on both the Xbox and GameCube. I won't mention the lacklustre (in my opinion) Game Boy Colour version, as it was the game's GBA outing I was particularly looking forward too.

Golly, it's an Ollie!

To perform an ollie in real life (usually the first trick a skateboarder learns), hit the rear of your deck hard with your back foot, and lift your leading foot as the board pops up. It's all about timing, apparently.



A Fakie Goofy

These aren't moves as such, but a goofy stance is what you get when a skater switches from one leading foot to the other. 'Landing fakie' happens when your skater lands travelling backwards after catching some air.

All That and More

I wasn't disappointed either. Not that I thought I would be – *Tony Hawk's Pro Skater* has once again been lovingly crafted by Vicarious Visions, and it actually manages to better the lofty heights reached by its prequel. Not only have they improved and refined the game's engine, but they've also managed to squeeze in parks that are three to four times bigger (complete with pedestrians, traffic and more). The create-a-skater feature fans have asked for is there, and so is the Multiplayer Mode! Yes folks, you and up to three buddies can use link cables to engage in multiplayer madness! Or, if you go for the Hot Seat











Thanks, I use Head and Shoulders every day.

ON TARGET Grind everything. No, seriously. With a bit of speed, you find you can slide along pipes, rails, stairs - just about anything, and it's a simple way to rack up a mammoth score.

K'S R 3



Smashing Pumpkins; geddit?



option, you can play multiplayer with just the one machine! How cool is that? I'm not going to explain how the game plays in any great detail, for a simple reason. If you've experienced any of the previous *Tony Hawk's* games (and surely, there can't be many that haven't), you're instantly at home with *THPS3*. You pull impossible-looking tricks for points, and those points help you play the next park. Not just tricks, put completing the challenges set at the start of the level. And the challenges in *THPS3* are varied and interesting. In fact, there's a little head-scratching involved, as some challenges are set without telling the player how to complete them. For example, on the first level, one of the challenges is to open the furnace doors, and how this is done takes a little working out. Not to worry if your grinding and ollying skills are a little rusty, though, as THPS3 includes a tutorial, a welcome and useful feature.









Well, at least my diving technique is up to scratch.

Make the Earth Move

Yes, all the levels from the PS2 version are there and yes, they all look completely brilliant. Amazingly detailed, chock-full of action, and (get this) on the LA stage you can trigger an earthquake which alters the whole geometry of the level and reveals new areas! Not only do the levels look wicked, but so do the skaters. They're now fully texture-mapped and very detailed. This is a superb-looking game, setting new standards for the GBA.

That's your eyes taken care of – what can THPS3 offer your ears? In a word, plenty. There's the music – brilliant instrumental versions of the tracks featured on the PS2 soundtrack. The star of the show are the sound effects, though. Lifted from other versions of the game, all the effects are there in high quality, right down to the squeal of your wheels as your skater attempts to slow the board. Smart.

What can I say? If the prequel is reason enough to own a GBA, *THPS3* demands you buy another one, just in case of emergencies. I wouldn't be surprised if you want to take it to bed with you too, the game is so damn sexy. Enough now – go play!

Jamie Wilks

If you're board...

Use your fingers! Now this seems a bit odd to me, but you can obtain many skateboards, surfboards (even bikes apparently!), and using your fingers, emulate the feats of Mr Hawk himself!



'Maybe tomorrow, I'll want to'... Oh, wrong Hobo.

XTREME RATING

Uppers
+ Detailed and colourful.
+ Superb use of sound.
+ Deep and rewarding gameplay.

Downers
- A lot like the prequel?

Summary
Quite arguably the best GBA game yet, and a must for extreme sports fans.

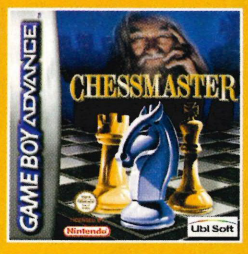


95%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✔	✗	✗

LINK CABLE

ON TARGET — Castle as soon as possible to protect your king.



DAMAGE: £29.99
ON SALE: ..... 29TH MARCH 2002
WHO: ..... UBI SOFT
TYPE: ..... STRATEGY GAME
NO OF PLAYERS: 1-2
SAVE SYSTEM: ..... BATTERY BACKUP

CHESSMASTER ADVANCE



After a hard session blasting soldiers or jumping obstacles, what could be better than a genteel game of chess? Ian puts on his thinking cap...

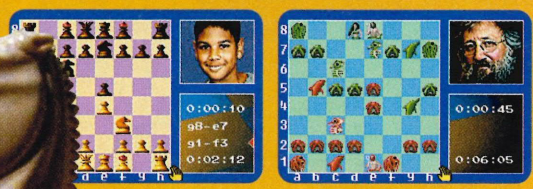
This one really is a game of two halves. Not because you change ends at half time (you can switch sides any time you want, but that's cheating). It's because as a chess sim it's phenomenal, but so much more could've been done to make it a better videogame. Let's take it apart piece by piece...

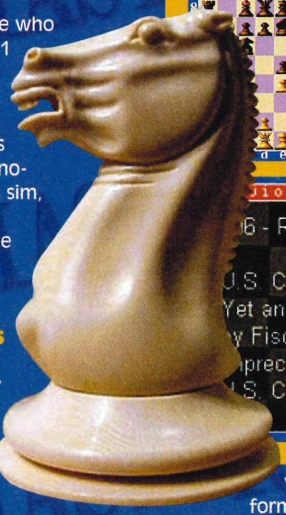
Fans of the *Chessmaster* series will feel right at home here. The Advance game builds on previous versions, but makes no radical changes. Even the bearded geriatric who looks like Gandalf returns as the eponymous Chessmaster, and he still plays an amazing game of chess. Unless you're a genius, you're better off going for one of the 25 lesser opponents, who are graded according to ability and playing style. There's someone for everyone here, from the beginner who's just completed the built-in Tutorial Mode to the Grand Master wannabe who analyses the 151 built-in classic matches between the greatest players in history. As a no-nonsense chess sim, *Chessmaster Advance* can't be faulted.

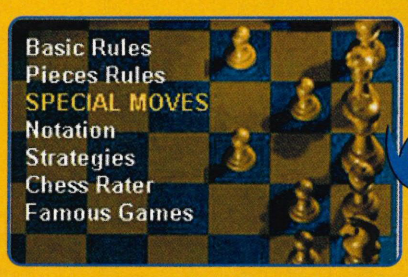
You Gotta Have Style...

Like most chess games, Chessmaster Advance offers a range of novelty pieces. We'd miss 'em if they weren't there, but after a few plays, we bet you'll opt for the 'ordinary' Staunton set like everyone else.









Learn to play with the Tutorial Mode.





Missed Opportunities

Unfortunately, like every other *Chessmaster* title, they've made no attempt to put a game in there. It plays like one of those electronic chess machines you get from Argos, and does nothing to take advantage of its videogame format. Why not give the game a 'chess club' atmosphere, with tournaments and league ladders? How about a Story Mode, where you travel the world, taking on the greatest every nation has to offer, with prize money and side bets funding your fares? There's just so much more they could do with the concept.

I agonised over the score for *Chessmaster Advance*. It's incredibly flexible, has a fantastic degree of AI and they've even shoehorned in classic games between the Grand Masters for you to watch and learn. It scores well into the nineties as a chess sim, but is this enough? Can you imagine a football game that only let you play one-off friendlies? It would be crucified, however good its engine and AI. *Chessmaster* is an excellent simulation and plays an absolutely blinding game of chess, but it does nothing more than that. Perhaps it should.

Ian Osborne

Relive over 150 of the most famous games in chess history.

XTREME RATING

Uppers
+ Blindingly good sim.
+ Plays quickly.
+ Tutorial Mode.

Downers
- Missed opportunities.

Summary
For one-off chess games this couldn't be better, but it could've offered so much more.

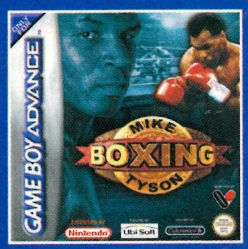


79%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✔	✗	✗

LINK CABLE

ON TARGET Learn to counter-punch and fight patiently. If you just wade in you'll get pounded.



DAMAGE: £29.99
ON SALE: .....29TH MARCH 2002
WHO: .....UBI SOFT
TYPE: .....BEAT-'EM-UP
NO OF PLAYERS: 1-2
SAVE SYSTEM: ...BATTERY BACK-UP

MIKE TYSON BOXING



Can Mike Tyson Boxing punch its way out of a wet paper bag? Jamie dusts off his boxing gloves...





Perfect your punches with the Practice Mode.

Ok, so you've already had a look at the bottom-right corner of the page, so you know the answer to the above question is 'no'. But here's why.

Way back in Issue Two I reviewed a corking little game called Prince Naseem Boxing on the GBC. If you compare the two games you immediately realise *Mike Tyson Boxing* is just *Prince Naseem Boxing* with nicer graphics. Now Virtucraft's boxer may be a quality title on the eight-bit GBC, but trying to sell it on the 32-bit GBA is really extracting the Michael. Especially as they seem to have murdered the gameplay.

You've got four basic controls; Left Punch, Right Punch, Dodge Left and Dodge Right. The longer you hold down a Punch button, the more powerful the shot will be, but obviously you leave yourself open whilst winding up a big shot. The key is to use your Dodge buttons effectively to avoid your opponent's shots and pick your opening to unload with jabs or bigger punches.

Glass Jaw

On the GBC this works really well, but on the GBA they seem to have changed the way your opponents fight, so it's now almost impossible to land the big punches. Not that this matters much, as I sat down and completed the Exhibition tournament on my first attempt simply by wearing each opponent down with quick jabs between their punches.

It's this basic flaw in the gameplay that stops *Mike Tyson Boxing* from being a half-decent title. With a useful Practice Mode, full Career Mode that lets you create and train your own boxer, plus a two player Link-Up Mode, not to mention the very nice colourful graphics, *Mike Tyson Boxing* does very well in just about every other department. But if the gameplay is naff, who cares? If you really like boxing games, this one still has something to offer, but it's probably a good idea to try it out before you spend your cash. Who knows, maybe you'll really like it. Then again, you probably won't...

Jamie Wilks

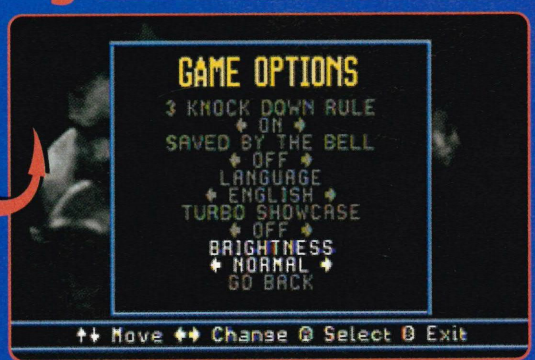




Bright Thinking

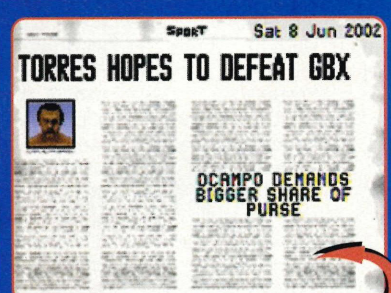
Here at GBX we absolutely love in-game brightness controls. We simply can't get enough of them. Why all games don't have them is beyond us, but Mike Tyson Boxing picks up a couple of extra brownie points











No chance, sunshine!

X-TREME RATING

Uppers
+ Four game modes.
+ Create your own boxer.
+ Great graphics.

Downers
- Simplistic gameplay.
- Flawed gameplay.
- Boring gameplay.

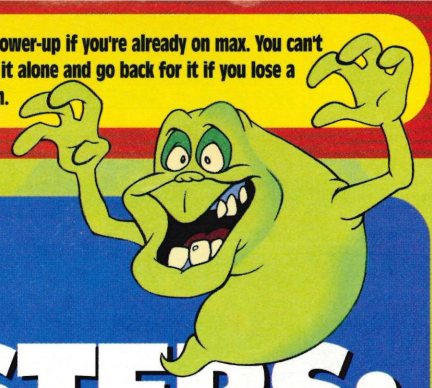
Summary
Take one quality GBC boxer, add some fancy graphics, break the gameplay and stir. Go out and buy Prince Naseem Boxing instead.



62%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✔	✗	✗

ON TARGET Don't pick up a Heart power-up if you're already on max. You can't go any higher, so leave it alone and go back for it if you lose a heart a little further on.





DAMAGE: £34.99
ON SALE: .....5TH APRIL 2002
WHO: .....WANADOO/LSP
TYPE: .....PLATFORM SHOOTER
NO OF PLAYERS: 1
SAVE SYSTEM: .....PASSWORD

EXTREME GHOSTBUSTERS: CODE ECTO-1



When New York is attacked by spooks, who ya gonna call? Ian ain't afraid of no ghosts...

It Takes Teamwork...

You control two characters in Extreme Ghostbusters, switching between them at will. Kylie is fast and jumps high, but her pulse weapon is weak. Eduardo is slower and jumps lower, but his beam weapon is cool. Eduardo can rotate his weapon through a full circle, but Kylie can never fire below shoulder height. If I was the boss I'd sack Eduardo and give his gun to Kylie...











Who ya gonna call? GHOSTBUSTERS! It seems like forever since those nutty techno-exorcists first saved New York. Their first foray on the GBA is inspired by the cartoon spin-off rather than the madcap movie, so it doesn't feature Rick Moraniss. Hurrah!

What it does feature is van-loads of ghostbusting atmosphere. It looks superb, with lush backgrounds, ace animation and superb attention to detail. Best of all, the characters and monsters look like they've just stepped out of the cartoon, perfectly preserving its madcap humour. Fans of the show will feel right at home.

I'd be lying if I said the gameplay is innovative and original – it's neither. Each of the four worlds starts with a racing section, as you drive the famous ambulance through New York to your next job, followed by three platform shooter stages and finally an end-of-world baddie. The driving bits look like *Grand Theft Auto* but play more like Spy Hunter – you're always driving up the screen, and have no choice of routes to follow. Just get from A to B before the time runs out. The steering centres when you release the D-pad, which is a neat touch.

Haunted Happenings

The scrolling blaster sections seem awkward at first. The game lets you take a few steps before scrolling the screen along, but every time you stop walking, it scrolls again to return you to the centre. Likewise, when you shoot the screen scrolls forward a little too, so you can see further when you're firing. This can be confusing at first, but you soon get used to it. Battling through the levels involves a mix of running, jumping and blasting, flicking between Kylie and Eduardo as needed. Kylie for running and jumping, Eduardo for trashing the ghosts. In the first world it's so obvious when you need to change you wonder why this feature was included at all, but later on more planning is needed. Who ya gonna use? The monsters are tough and rarely fall to a single blast. You need to trap them in your shots to pulverise them, again giving Eduardo the advantage when facing foes. Neither ghostbuster can fire on the move, which sometimes turns the game into a stop-and-go affair, but clever level design prevents this getting too bad.

I like *Extreme Ghostbusters: Ecto-1*. It's polished, intelligently designed and tough enough to last without putting you off through sheer frustration. It's not exactly oozing with new ideas and I doubt we'll be talking about it a year from now, but as a solid, meat-and-potatoes offering, it's a blast.

Ian Osborne





The first boss - shoot her arms, then her head.



The race sections are against the clock.



XTREME RATING

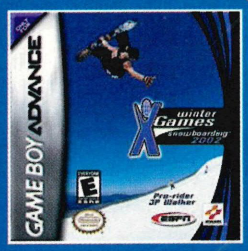
Uppers
+ Top visuals.
+ Oozes atmosphere.
+ Good skills curve.

Downers
- Unoriginal.

Summary
Extreme Ghostbusters: Ecto-1 won't set the world on fire or set a standard for future GBA games, but it will provide a few weeks of good, honest fun.



81%



ESPN WINTER X-GAMES SNOWBOARDING



DAMAGE: £34.99
ON SALE: ..... OUT NOW
WHO: ..... KONAMI
TYPE: ..... SPORTS SIM
NO OF PLAYERS: 1
SAVE SYSTEM: ... BATTERY BACK-UP

Extreme sports? Oli finds tiddlywinks too strenuous. Wonder what he thought of this snowboarding game, then?

Snowboarding – perhaps the only context in which Women's Big Air is an event rather than an unfortunate fashion feature of the 1980s. Still, it doesn't sound that extreme to me. If you're going to have extreme sports, where's the grenade tennis, the lion-chase 400 metres, and the 10,000-volt high jump? I mean, all these stunts and things are ok, but how can it be extreme when there's no risk of decapitation? Still, this snowboarding lark does look a mite difficult when it comes down to it. Good thing Konami provided us with an easy-to-learn simulation, designed to be a quick-and-dirty stunt game without any frills. You get three gameplay modes; a half-pipe, a slalom, and big air, and while on the slalom (Snowboarder X) you progress from level to level as you complete.





Hi Mum!





On the other two, you're just aiming to get as high a score as you can.

I'd Rather Catch Frostbite...

As mentioned, the game was designed to be pretty simple, and simple is what you get. OK, Konami didn't set out to produce a game with loads of depth, but this takes things too far. You compete only against the high scores table, and there's no feeling of progression, except for in the slalom levels. Certainly it's nothing like the *X-Games* – why couldn't they make it into a competition, and tell you the scores of other players that you have to beat? Why couldn't they have you playing to get medals and prizes instead of just points? Unfortunately, this feeling of shallowness extends to the basic gameplay as well. It all just feels unrealistic, probably due to the cartoony graphics. They look great and all, but there's only so many ways your sprite can turn and you don't get as much satisfaction when your moves all look the same.

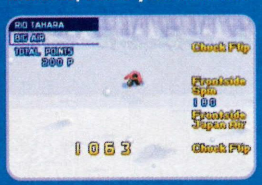
ESPN Snowboarding is well presented – the sound in particular is great – but it looks pale indeed next to fantastic games such as *Tony Hawk's*. Yeah, you can pick up and play this one with ease, but after a few goes, I doubt you could be bothered.

Oliver Lan

Choose your Jumper Colour...

You get to choose between 13 different pro snowboarders, but it doesn't seem to make much difference. Still, if you've always wanted to be Todd Richards, now's your chance...





My, what a nice pink jumper you have there.





X-treme Rating

Uppers
+ Well presented.
+ Easy to pick up.

Downers
- Very little to it.
- No interesting game modes.
- No progression or achievement.

Summary
A very flimsy stunts game.



48%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	✗	✗

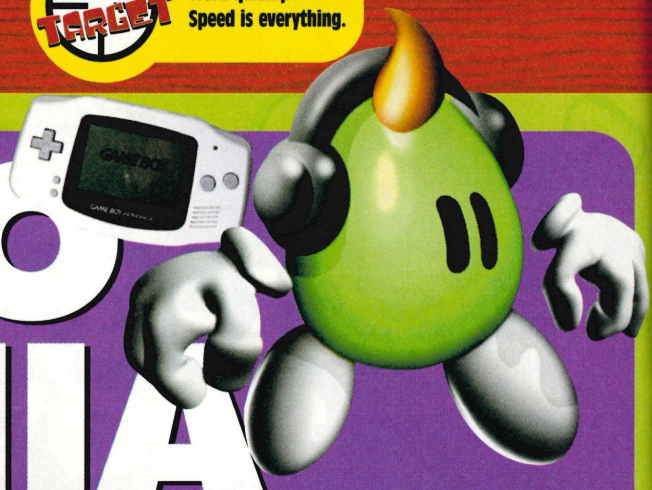
LINK CABLE

ON TARGET — Work quickly. Speed is everything.



DAMAGE: £34.99
ON SALE: .....22ND MARCH 2002
WHO: .....KEMCO
TYPE: .....PUZZLE GAME
NO OF PLAYERS: 1-2
SAVE SYSTEM: .....NONE

EGGO MANIA



Is this eggy puzzler egg-selent or egg-crable? Just ask our resident ego maniac Ian...



I'll say one thing for the developers behind *Eggo Mania* – they've certainly got the hang of programming for the GBA. The game squeezes every last ounce out of the happening handheld, with every trick in the book packed in. The countdown before a match-up sees the 3-2-1 spinning on the screen, the graphics are rich and colourful, the characters (eggs with hands and feet) animate beautifully, leaving showers of stars as they leap into the air, and the water effects and special weapon visuals are stunning. Coupled with jingly music, acute sound effects and great speech synth, you've got a game that's been put together with tremendous attention to detail and more than a little humour. What a pity it doesn't play that well... *Eggo Mania* is basically a *Tetris* clone. You stand at the top of your 'tower', catching icons that give a *Tetris*-style block for you to place. The idea is to build the tower upwards. Rising water undermines incomplete lines but complete ones remain solid. Reach the top first and you win. Special icons include boots to make you jump higher, a useful filler to pour concrete into awkward holes and bombs to throw at your foe. You can even jump off your tower to place blocks in unfilled gaps.



Use the outline to help you place your block.



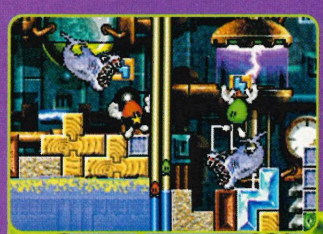
Egg 'Em On...

So why doesn't it work? Well, it's not baaaaaad. It's frantic enough, and there are strategies involved. You must balance building quickly and risking erosion with building thoroughly but taking more time. But *Eggo Mania* lacks the subtlety of the genuinely great puzzlers. *Tetris* was far more focussed in that to succeed you HAD to be thorough – it never rewarded bad building, and games like *Columns Crown* and *Puyo Pop* offered chained moves, where planning ahead brought big rewards. Compared to these Advanced gems, *Eggo Mania* plays more like *Mr Driller*, a frantic but ultimately unsatisfying button-rattler. It also lacks their accessibility. It's too complex to become truly instinctive. At second-hand prices few will be gutted with *Eggo Mania*, but there are so many better puzzlers out there, I can't really recommend it. It boasts stonking presentation, but the gameplay isn't so hot.

Ian Osborne

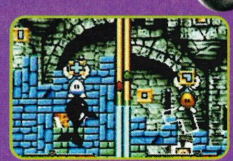


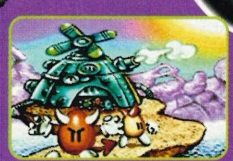
Creature Feature



Cunning creatures such as these sharks leap out of the water and knock you off your tower. Others fly around and steal your blocks. Keep out of their way.







Reach the top first to win.





XTREME RATING

Uppers
+ Fantastic presentation.
+ Great graphics.
+ Outstanding animation.

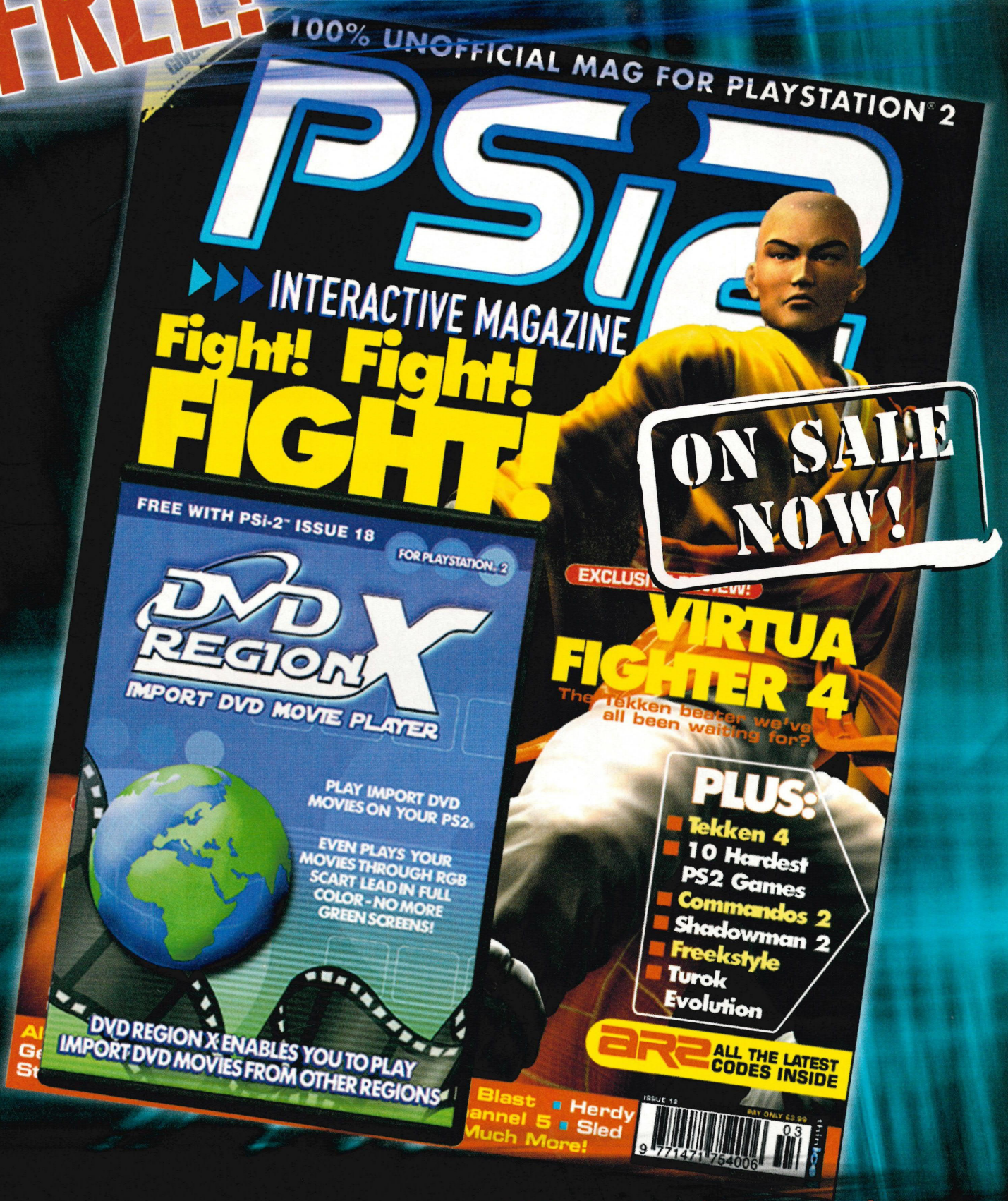
Downers
- Too fiddly.
- Bettered by others.
- No save system.

Summary
It's not that Eggo Mania is a bad game - it isn't, but it's a long way behind the leaders in the genre and having no save system is inexcusable.



60%

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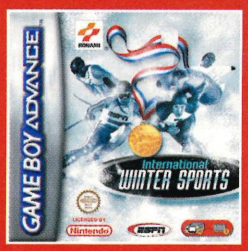
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GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✔	✗	✗

LINK CABLE

ON TARGET Play the speed skating event first. It's a doddle, and an early Gold will give you a great ego boost.





DAMAGE: £34.99
ON SALE: .....OUT NOW
WHO: .....KONAMI
TYPE: .....SPORTS SIM
NO OF PLAYERS: 1-4
SAVE SYSTEM: ....BATTERY BACK-UP

ESPN INTERNATIONAL WINTER SPORTS





They say variety is the spice of life, but will this chilly multi-eventer spice up your gaming? Ian wraps up warm...

Watching Your Figure

The figure skating looks good on the screenshots, but during a game it's almost impossible to keep your eye on the button inputs and watch the figure skater at the same time. Unless you're looking over a mate's shoulder, of course...







You certainly can't fault this one for presentation. The intro's great, the menus instinctive and there's a decent spread of options, including a four-player tourney you can play on one cart. The graphics are passable, and a series of jolly jingles show off the Advance's audio capabilities. But what about the events? What we have here are ten famous winter sports. The game avoids the classic multi-event pitfall of giving the same routine a series of graphical makeovers and calling them new sports, but a few events are too close for comfort. The only difference between the K-90 and K-120 ski jumps is the latter makes you time your landing. A slalom event on skis isn't very different to a slalom event on a snowboard either. Even so, the general range of sports is good, even if one or two are a little samey.

Thin Ice

The freestyle skiing and half-pipe snowboarding offer tricks and jumps *Tony Hawk's* style, which should surprise absolutely nobody. What's far more surprising is there's only two 'wagglers', ie. events you control by hitting a button rapidly. The short-track 500 speed skating is a doddle – just lick your finger and sweep it back and forth across the 'A' button. You can win Gold with your eyes shut. The luge is a little trickier as you have to steer left and right as well as button-mashing for speed, but neither event is the collection's high point. That award goes to the biathlon or figure skating, depending on your tastes. The biathlon involves skiing in a straight line to a specified point, then shooting five targets with five bullets in a very short space of time before skiing to the next set of targets. It's quite good, though a little simplistic. The figure skating takes its inspiration from the *Beatmania* games, whereby you reproduce a series of button-presses, rhythm and timing being the keys to success. Trouble is, it's impossible to watch the button combos and your character at the same time, so the poor old skater might as well not be there. This makes the sporting event somewhat divorced from the gamer's input.

Overall, *ESPN International Winter Sports* is a fair attempt at a handheld multi-eventer. Despite some repetition and the occasional feeling that you're not quite in control, it generally works well and will appeal to fans of the genre.

Ian Osborne



Catch some big air and reproduce the button combo before you land for a trick.









Miss one flag and you're disqualified.

Xtreme Rating

Uppers
+ Great music.
+ Reasonable variety.
+ One-cart multiplay.

Downers
- Don't always feel in control.
- Some events samey.

Summary
Not a bad little effort, but hardly the mighty leap forward in handheld gaming we'd expect from the Advance's multi-event debut.



70%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✔	✗	✗

LINK CABLE

ON TARGET To land your jet pack safely and conserve fuel, tap the button every couple of seconds as you descend.



DAMAGE: £34.99
ON SALE: .....15TH MARCH 2002
WHO: .....THQ
TYPE: .....PLATFORM GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: ..... PASSWORD

JIMMY NEUTRON BOY GENIUS



There's a boy called Jimmy Neutron and he's a genius. He's even got his own game, erm, *Jimmy Neutron Boy Genius*! I'll just get on with the review now...

Platform games, eh? Love 'em or loathe 'em, if you're a Game Boy owner you're not going to get away from 'em. So, does *Jimmy Neutron Boy Genius* do enough to stand out from the crowd and justify its £35 price tag, especially in the face of such competition as *Mario Advance 2* and *Sonic Advance*? No. Well, not really. Well, actually not at all. It's not really that bad, though, and it does at least attempt to be interesting. First off, you've got two characters to play with, Jimmy himself and his pet robot dog, Goddard. Both have generic run, jump, shoot and jet pack (!) controls, but Jimmy's a bit stronger and bigger, while Goddard is better in confined spaces. Goddard also has a few tricks up his sleeve, like his tail weapon and grapple winch which he can use to swing himself across chasms.

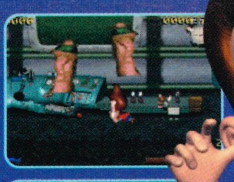
Half-Hearted Happenings

The game plays like a reasonably typical platformer, it's got that overhead map thing in between levels with a certain amount of choice on what order you do the levels. There are various tasks to complete on the different levels, most involving collecting all of a certain item. It's the extra gadgets that give the game its diversity, with all kinds of bits and bobs being introduced as the game goes on. These include the cool driving levels, as well as additions to the platform game like gravity bubbles, a laser gun and even turning Goddard into a rocket-powered scooter!



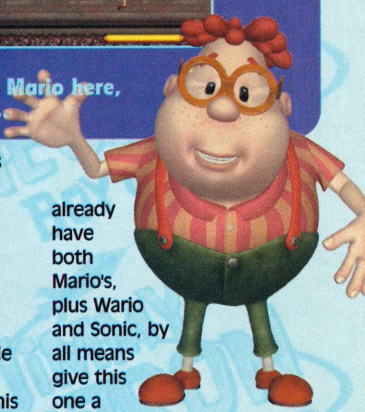


Shades of Mario here, methinks..









The presentation in *Jimmy Neutron Boy Genius* is quite good; the sound and 3D-style graphics have a certain amount of charm. Overall, this is a reasonable title but nowhere near original or innovative enough to recommend. It's fun to play, if a bit repetitive in places, but not as captivating as some of the Advance's better platform games. If you're a platform game nutcase and you already have both Mario's, plus Wario and Sonic, by all means give this one a look. Everybody else would be much wiser to spend their money on one of those.

Jamie Wilks

Linkage

Jimmy Neutron Boy Genius includes two multiplayer modes for up to four players, one based on the Platform Mode and one on the Driving Mode. The latter is great fun, but you need a separate cart for each player.







With a haircut like that, no wonder he gets bullied.









XTREME RATING

Uppers
+ Cool gadgets.
+ Two link modes.
+ Good fun.

Downers
- Pretty repetitive.
- Not hugely original.
- Better alternatives.

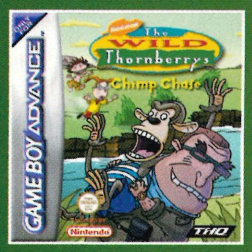
Summary
There's nothing really wrong with Jimmy Neutron Boy Genius, but it's not good enough for us to recommend.



74%

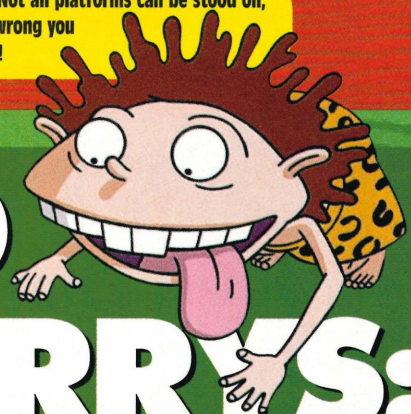
GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	✗	✗

ON TARGET Watch your step! Not all platforms can be stood on, and if you get it wrong you fall to your death!



DAMAGE: £34.99
ON SALE: .....OUT NOW
WHO: .....THQ
TYPE: .....ACTION ADVENTURE
NO OF PLAYERS: 1
SAVE SYSTEM: .....PASSWORD

THE WILD THORNBERRYS: CHIMP CHASE





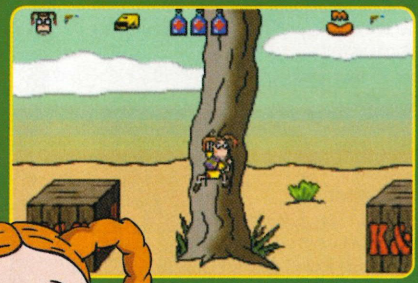
Another cartoon licence, but will Oli go ape over this one?

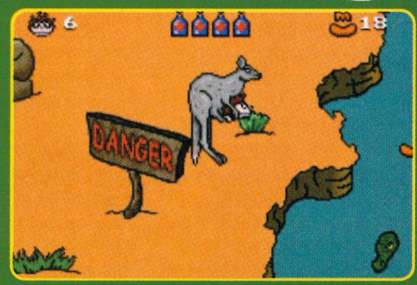
If you think the Power Rangers' big robots are ecologically unsound, or if the Pokémon's special effects are polluting the atmosphere, maybe *The Wild Thornberrys* is the programme to bring you round. This eco-friendly cartoon appeals to both children and tree-hugging hippies alike, and features a band of nature freaks going up against evil poachers in wildlife spots around the globe.

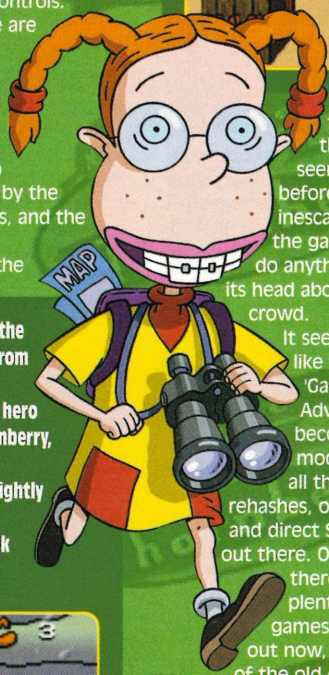
Well, here's the game of the series, and guess what? It's a platformy action adventure with cartoon graphics and a succession of linear levels. Could the words 'bog-standard' be added to that last sentence? Yes, they could.

Think Green...

Don't get me wrong – the game really isn't that bad once you get used to the slightly dodgy controls. As always, there are a few gameplay twists as you progress, like the level where you have to sneak around to avoid detection by the poachers' guards, and the level with the kangaroo. But the feeling that we've seen it all before is inescapable, and the game doesn't do anything to pull its head above the crowd.







It seems almost like the name 'Game Boy Advance' has become a mockery, with all the rehashes, old ideas and direct SNES ports out there. Of course, there are plenty of great games coming out now, and lots of the old ones are definitely worth having, but these licence-o-matic games don't seem to contribute anything to the format.

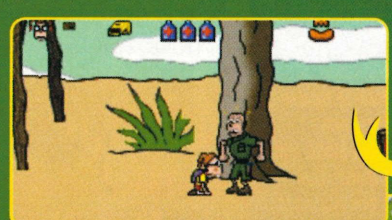
OK, rant aside, there's still the matter of how Chimp Chase compares to other, similar games out there, and it really doesn't do too badly. It's playable throughout, and the graphics, though unspectacular, fit well the style of the cartoon (think Rug Rats). The sound is one aspect that makes good use of the GBA's technology, with a rich soundtrack and clear effects, and while the game is frustrating at times it does hold your interest with a fair bit of variety. Chimp Chase is ultimately rather disappointing, but to pick up and play for a short while – or for fans of *The Wild Thornberrys* programme – I'd say it's worth a banana.

Oliver Lan

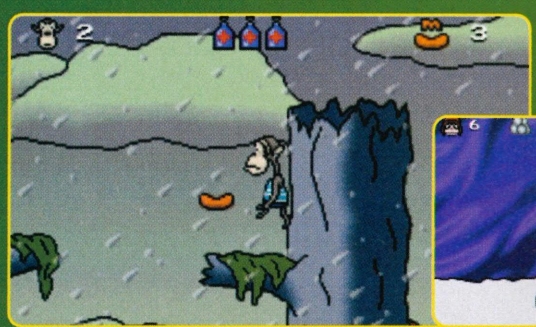
Going Wild



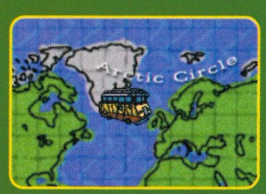
You play all the characters from the cartoon, but the real hero is Eliza Thornberry, who has the strange if slightly unoriginal ability to talk to animals...



Eliza knew how to deal with the guards.







"Ooooh, that tickles!"





XTREME RATING

Uppers
+ Quite playable.
+ A few good ideas later on.

Downers
- Nothing new.
- Nothing special.
- Frustrating at times.

Summary
Yet another competent action-adventure.

69%

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TELEVI DE ADVANCE



Want to play GBA on your telly? Jonti looks no further than this piece of Chinese bric-a-brac, the *Televi De Advance - TV De Advance* for short...

Hooking a handheld to a TV somewhat defeats the object of portable gaming, but if you really want to play *Kuru Kuru Kururin* on the Big Screen, you can with this device. However, don't for one minute think it's a perfect solution. You see, the *Televi De Advance* is at best mediocre and demands you take apart your GBA to fit it... After dismantling your GBA, you need to connect an extra bit of casing (supplied) which replaces the back half of your Advance. Two mini screwdrivers are supplied, but it's still a fiddly job that takes half an hour or so to get done (and invalidates your warranty). Once that's sorted, the now poor-looking handheld (the front half is as it was, but the back is now made of cheaper plastic that doesn't quite fit), must be plonked onto a slab of gadgetry. This hub acts as a signal booster and power converter, leaving you to simply plug in the provided AC adapter and AV leads (see boxout).



On the Box

You'd think that after an hour of hassle and nervous expectation the results would be worth the effort, especially since the manual (which is entirely in Japanese, incidentally) shamelessly promotes the devices with rubbish little comic strips that show a *TV De Advance* owner sneering at a mere GBA owner. But no. Switch the telly on and oh! What's that? In an instant the Game Boy Advance is relegated to Atari 2600-quality visuals and warbly audio. Yuck!

There are two different ways to view the action on-screen. You can play in a little Super Game Boy-type of heavily-framed window, or you can force the signal to be displayed full-screen. The smaller, sharper windowed display is quite poor, but in full-screen mode the picture is lower in resolution and the colour quality is too dodgy. None of this is particularly the GBA's fault, though. When displayed on Panasonic monitors at last September's Nintendo Show, there were no such problems. In fact, if the *TV De Advance* was up to the standard of Nintendo's secrecy-shrouded wizardry, it'd be the Best Thing Ever. What a shame.

Currently, the *Televi De Advance* is available only in Japan. And it can stay there for all we care. If it's released over here some time, then look out for it-not with a view to buy, but just in case its claims trick you into splashing out. If you really want to see what *Super Mario World* looks like on a nice TV, for goodness' sake buy yourself a SNES. Class dismissed.

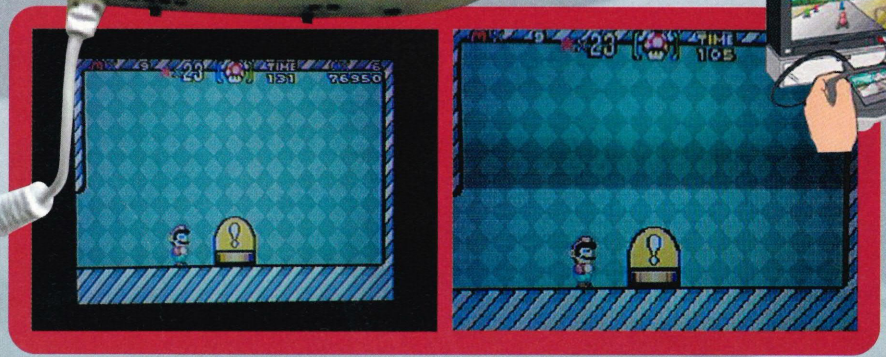
Jonti Davies

Making a Connection...



The Televi De Advance is bundled with S-video and composite AV connections. Provided your telly has these connections and is recent (ie, built within the last five or six years) you should have no problem getting a picture. The problem is getting a GOOD picture, but unfortunately that's incurable.

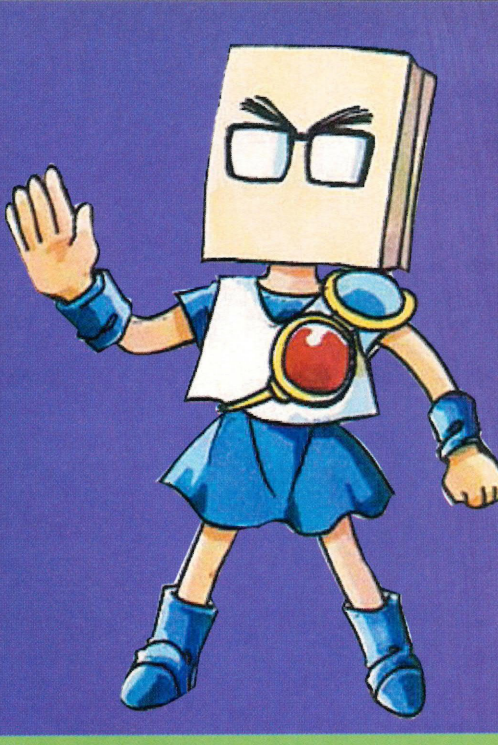




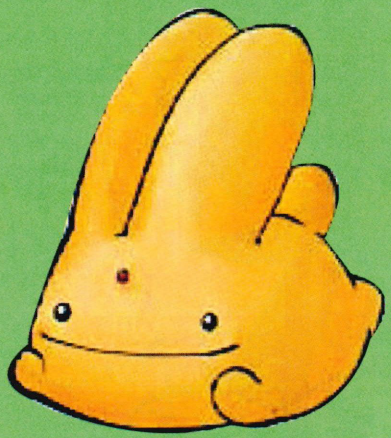


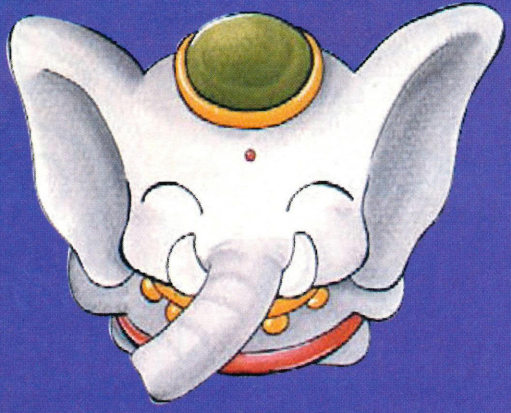


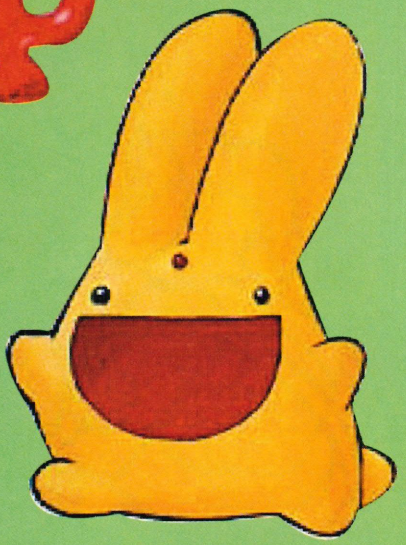




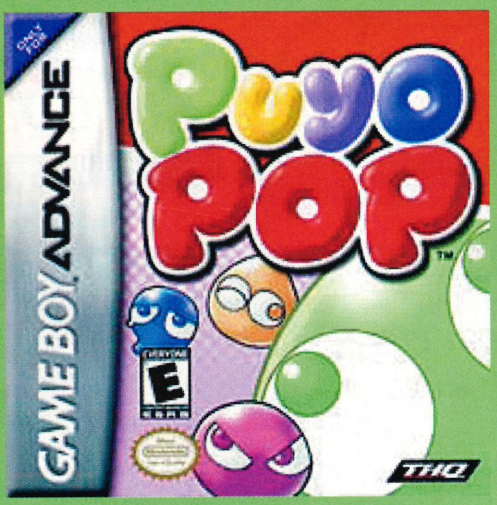
PuyoPop







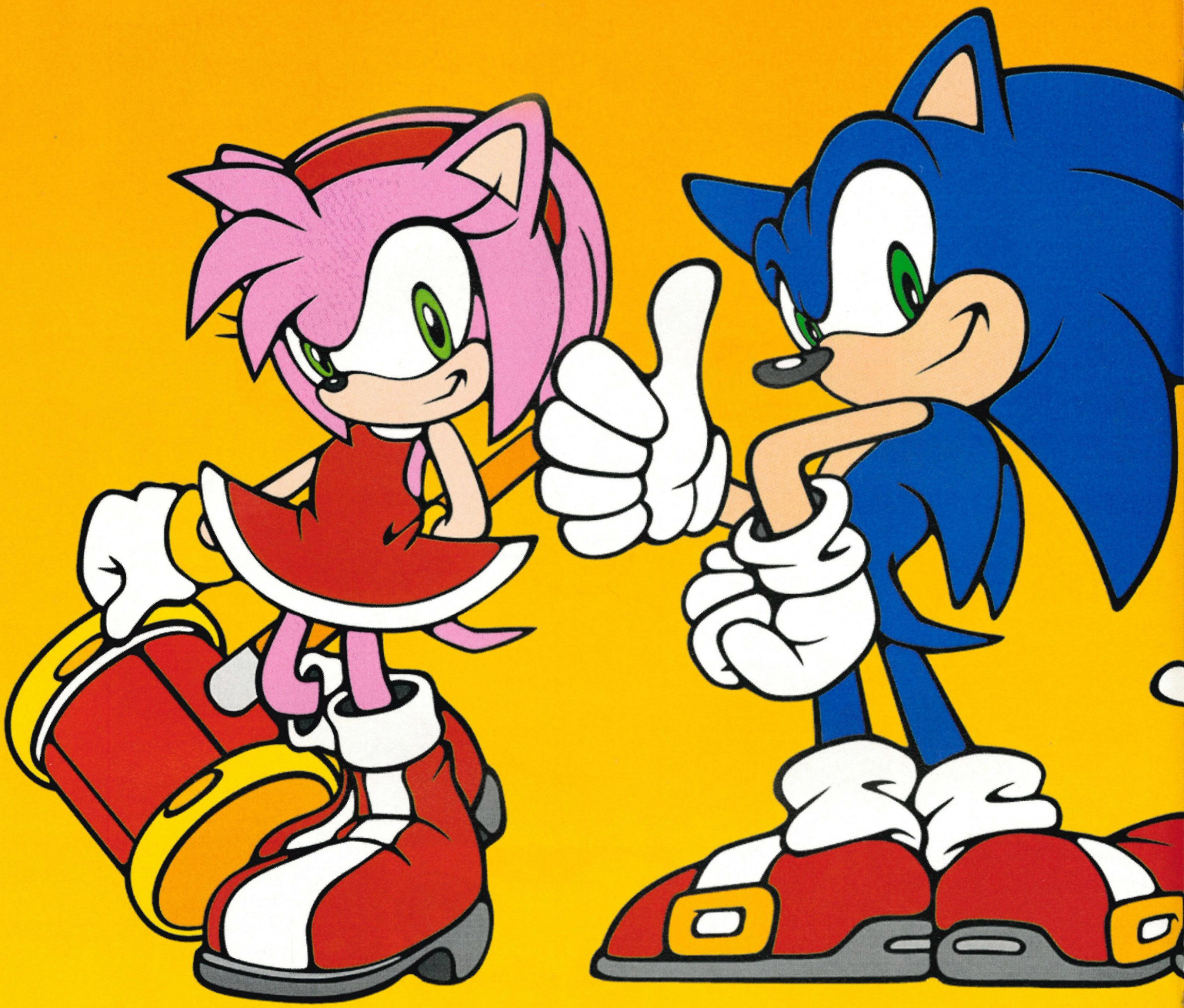




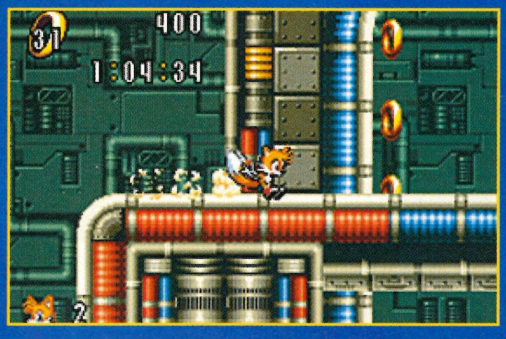


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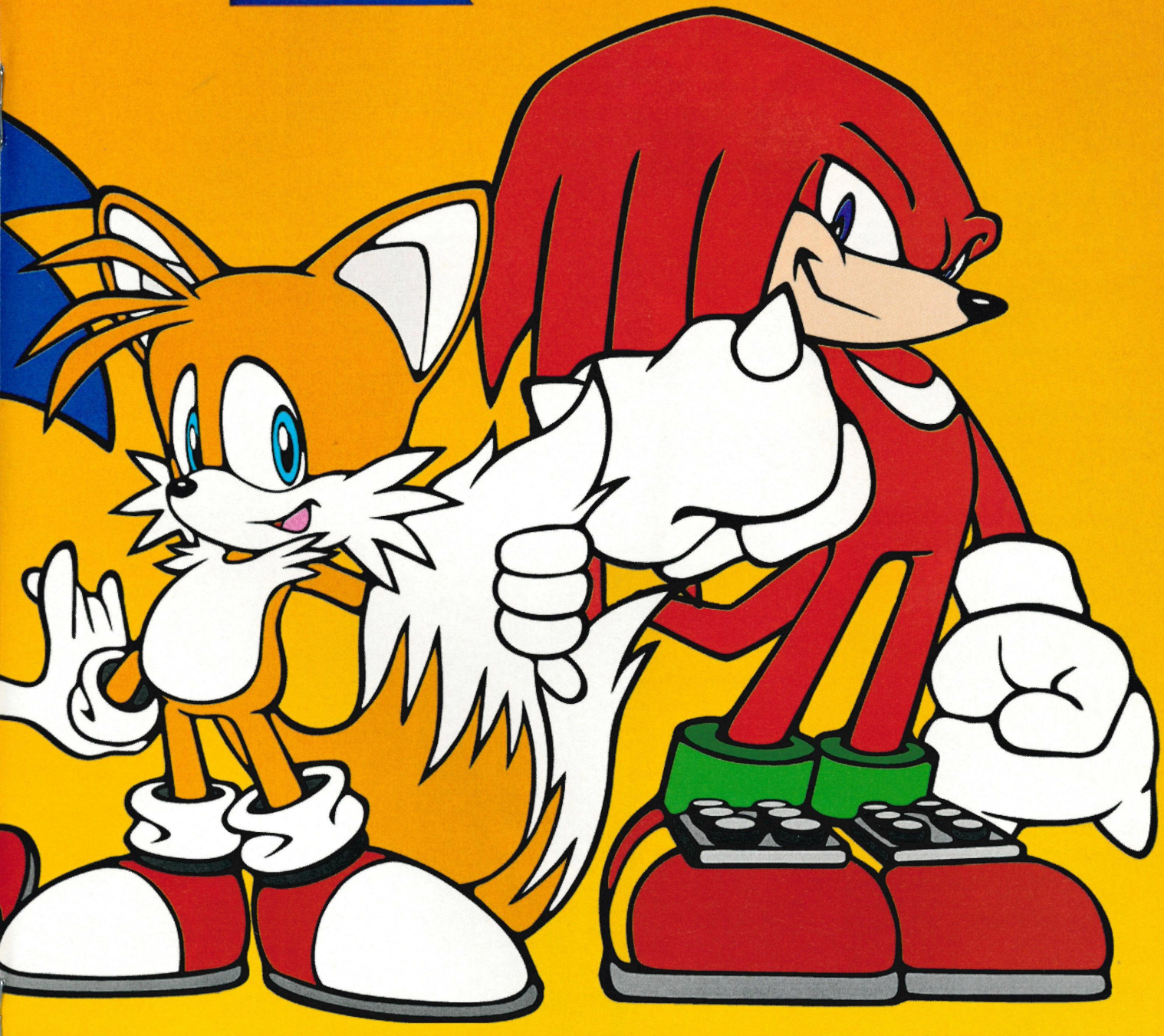


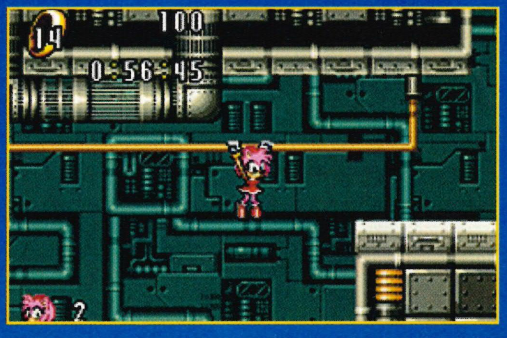


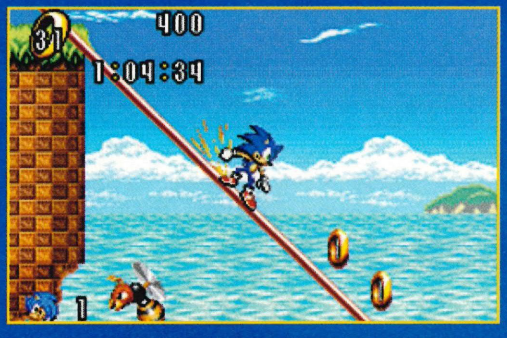


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SUPER MARIO ADVANCE 2







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KARATE JOE

MEGA VALUE TITLE FOR GAME BOY® COLOR & GAME BOY® ADVANCE



r.r.p.
£14.99





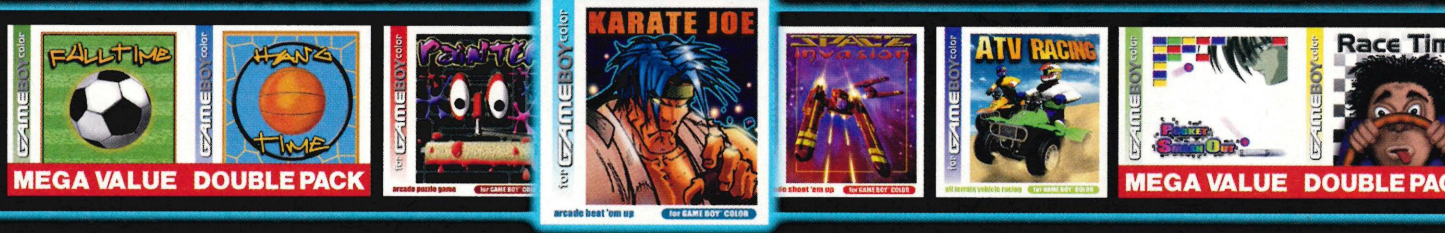
ARE YOU TOUGH ENOUGH?

Karate Joe is a challenging, arcade-style beat-em-up with colourful graphics and 18 massive side-scrolling levels.

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Your mission is to bring peace back to the city by any means necessary. Good luck, brave fighter!

Rocket Games



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GAME BOY ADVANCE ✓ | GAME BOY COLOR ✓ | GAME BOY ✗

ON TARGET Look out for road markings - they can give you invaluable help before a tight corner, or turn in the course.



DAMAGE: £24.99
ON SALE: .....28TH MARCH 2002
WHO: 3DO
TYPE: .....DRIVING GAME
NO OF PLAYERS: 1
SAVE SYSTEM: .....PASSWORD

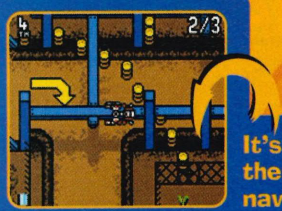
CUBIX ROBOTS FOR EVERYONE: RACE N' ROBOTS

Right, you've just signed a new licence. Now what kind of game shall you apply it to? Simon's only too aware of the oh-so-familiar answer...

It's easy to forget, with the onslaught of technology, that there was a time when we weren't treated to lavish into-the-screen racing games, with fancy graphics and sound effects. However, you soon remember after spending half an hour in the company of *Race N' Robots*. It takes the racing game back to the days of classics such as *Super Sprint*, although sadly losing some of the quality gameplay on the way. Based on the cartoon of the same name, the game is centred on the Bubble Town races, in which you compete against the main characters from the TV show. You start off, as is the usual drill, with a fairly standard vehicle which has varying stats for speed and handling, and attempt to win races to earn upgrades for your car. Simple, huh?







It's at moments like these you wish you had a navigator...

Those Courses

To be fair to the designers of the game, the courses themselves are well designed and challenging. You need to pay close attention as you go under bridges, negotiate roundabouts, drive across well-laid roads and slightly less forgiving surfaces and struggle to get to the end. And that's when you realise you've still got a couple of laps to go...

Robot Rumblings

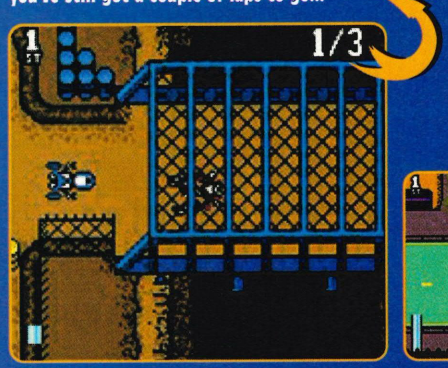
However, the tracks – viewed from an overhead angle – are littered with twists, turns, little obstacles and opposition cars with which you have to contend. And thanks to the crisp, clear graphics, there's little confusion as to what's happening on screen, even with all the cars in the race cramped onto it.

What's more of a problem is having enough time to react to what's just around the corner, which you simply don't have. The constraints of the GBC screen size legislate against a wider viewpoint, and sadly, each of the varied tracks ultimately becomes more of a memory test than a driving challenge. That aside, the game is genuinely quite good fun to play. It would benefit from slightly tighter controls, but nonetheless it's easy enough to pick up for a quick go. Mind you, you're going to need a fair degree of patience to get over the initial frustrations of banging into everything left, right and centre, but if you spend the time, there's a reasonable amount of fun to be had.

Simon Brew

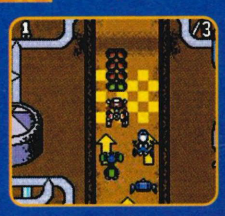












Last place. And this is the easy course.



XTREME RATING

Uppers
+ Good graphics.
+ Good fun.

Downers
- Limited screen = limited viewpoint.
- A little unfair.

Summary
A bright, attractive attempt to resurrect the overhead racing game, which stalls through some niggly flaws.



65%

GAME BOY ADVANCE ✓ | GAME BOY COLOR ✓ | GAME BOY ✗

ON TARGET Hold the Fire button to build a stronger shot.



DAMAGE: £19.99
ON SALE: .....OUT NOW
WHO: .....BIG BEN INTERACTIVE
TYPE: .....PLATFORM BLASTER
NO OF PLAYERS: 1
SAVE SYSTEM: ...BATTERY BACK-UP

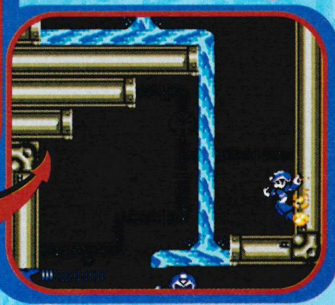
MEGA MAN XTREME 2



He's got legions of fans in Japan, and a cult following over here, but is this a game too far for Mega Man? Ian investigates...







Jump up walls by tapping 'A'.

Mega Man's back, and once more his game threatens to be brilliant, but only achieves mediocrity. Despite red-hot production values, this one's for die-hard *Mega Man* moguls only. Again. So what else is new? Well, the plot, I suppose...

Something mysterious is going on at the Reploid Research Island. The Reploids have ceased functioning, their data strangely erased. Now the investigation team encounters – awww smeg it, who's interested in the plot anyway? *Mega Man Xtreme 2* is a platform shoot-'em-up where (according to the box) you can change between the main characters (Mega Man and Zero) 'at any time'. Funny that – according to the manual you can only do it in certain places in the game. Not a good start.

After that, *Mega Man Xtreme 2* picks itself up and dusts itself off with some seriously solid presentation. The graphics aren't as colourful as they might be, but with such a large game, something has to give. The music's great, and Mega Man's able to collect and use loads of hot weapons on his quest.

Cult Creations

So why the mediocre mark? Well, for all its high production values, *Mega Man Xtreme 2* is flawed. It features bad guys that respawn about five seconds after you've shot 'em, spikey pits and other hazards you can't see until after you've chosen to aim your leap straight at them and end-of-level baddies with more health than BUPA – they take ages to topple until you've found some decent weapons. I didn't like having to sit through the same conversations and cut scenes every time I died too – is giving the player the chance to end them prematurely and get on with the game too much to ask?

Mega Man Xtreme 2 gets better the further you get into it, but it doesn't exactly grab you by the Reploids and refuse to let go. There's fun to be had here, but only if you avoid throwing your cart across the room in frustration in the early stages.

Ian Osborne



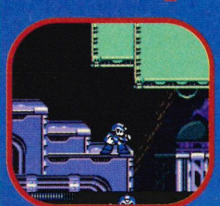




Wasn't he once in The Village People?



Leaps of Faith



Here, in a nutshell, is the game's major failing. Mega Man gets to a gap in the platform – I wonder what's down there? There's no way of looking up or down in this game, so the only way to find out is to jump down it. AAAAAARRRRGGGGHHHHH!



XTREME RATING

Uppers
+ High production values.
+ Stunning music.

Downers
- Can be awkward.
- Unseen deaths.

Summary
One of these days, Capcom will give us the Mega Man game we've always wanted. Until then, this will have to do.



62%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✔	✔	✘

ON TARGET Don't stand in front of monsters to hit them - stand to the side, so they move in front of you, and that way they won't get you back.





THE NATIONS: LAND OF LEGENDS

DAMAGE: £24.99
ON SALE: .....OUT NOW
WHO: .....JOWOOD PRODUCTIONS
TYPE: .....ACTION-RPG
NO OF PLAYERS: 1
SAVE SYSTEM: .....PASSWORD

Legendary gameplay, or national disaster? Oli goes adventuring to find out...



If you think nations on this planet have enough trouble getting on, wait 'til you see the world of *The Nations*. There are only three of them, but when one's a race of blue ogres, another looks like spiny insectoid creatures and the third's a race of skimpily-dressed female warriors (yes, skimpily dressed female warriors), there's bound to be some tension (I know where I'd most like to live – Ed). And wars, most likely.

While *The Nations* (or *Alien Nations*) on other formats is a strategy game, letting you play these wars, on the Game Boy you get something a bit more personal, and admittedly a lot less complex. Each chapter of the game has you controlling a hero from one of the three nations, and when they finally meet up; well, sparks fly, that's for certain.

Warring Nations

The game is part action, part RPG, with your heroes completing quests to advance the story and whacking monsters to get rid of them. With a large and fairly detailed game world there's plenty to be discovered, and once you get past the rather slow start, the game picks up and things begin to get interesting.

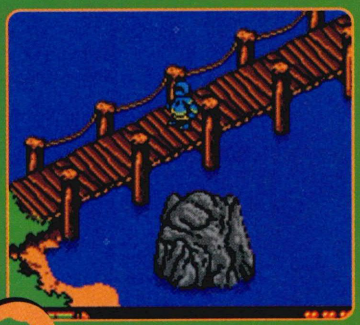
Land of Legends certainly isn't the best of RPGs – ie. it's not *Zelda*, it's not even close – but it's no slouch either. This is an ambitious game, with a lot packed into it. While it definitely suffers from mundane quests (far too many of the 'find such-and-such' or 'go here and get blah') and over-simplistic combat, it's still worth playing if only to see where it takes you and how it all comes together.

The presentation's pretty good, considering (let's face it, the GBC's really starting to show its age now), and the feel (particularly due to the sound and music) is reminiscent of some of the old classics from the days of the eight-bit computers.

Yeah, that's ages ago, but old-fashioned gameplay values still rule on the GBC, and make this game stand out above the rest.

Oliver Lan





Pink sheep are just the beginning in this game...

If it Moves, Hit it...

Combat's straight-forward in this one - hit the button to hit the monster. No tactics, but I guess sometimes the simplest way can be the best way...











Spend gold coins to improve your equipment.

XTREME RATING

Uppers
+ Lots to explore.
+ Plenty of quests.
+ Detailed world.

Downers
- Simplistic combat.
- Too many dull quests.

Summary
Worth one more foray onto the GBC...



81%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	✓	✗

ON TARGET Remember, you can jump on your foes' heads to kill them.



DAMAGE: £24.99
ON SALE: ..... OUT NOW
WHO: ..... UBI SOFT
TYPE: ..... PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: ..... PASSWORD

POOH AND TIGGER'S HUNNY SAFARI

It's cute, it's inoffensive and it's on the Color - but is it worth your dosh? Ian gives you the bear facts...



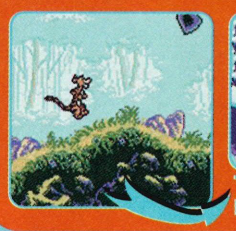
What you see is what you get with this Winnie the Pooh effort, and it's exactly what you'd expect. It's cute, it's loveable and it's fun, but it won't set the world alight.

The main mode is a platform game in which you must collect a set number of objects per level. It won't have Mario crying into his corduroys, but it's pretty good fun if you turn off the excruciating music.

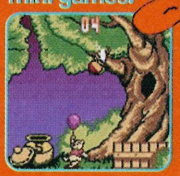
There's also a set of three mini-games to play, which you unlock by finding passwords in the main adventure.

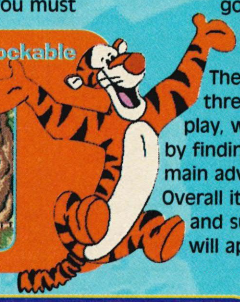
Overall it's pretty enjoyable, and suitably simplistic. It will appeal to the younger gamer who fell in love with the characters after seeing one of the Disney adventures, but those wishing to relive childhood memories of the AA Milne books should steer clear. The game doesn't even attempt to recreate their world.

Ian Osborne


Tigger's bounce is just like the films...




One of the unlockable mini-games.



XTREME RATING

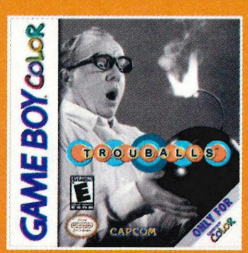
Uppers
+ Uppers
+ Cute characters.
+ Mini-games.

Downers
- Abysmal music.
- Lacks Winnie the Pooh atmosphere.

Summary
A fun game for youngsters who like Winnie the Pooh, and let's face it - who else would buy it?



78%



DAMAGE: £24.99
ON SALE: ..... OUT NOW
WHO: ..... CAPCOM
TYPE: ..... PUZZLE GAME
NO OF PLAYERS: 1
SAVE SYSTEM: ..... PASSWORD

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✓	✓	✗

ON TARGET Work quickly. You're up against the clock...



TROUBALLS

Has this puzzler got what it takes? Ian's the boy with the (trou)balls...



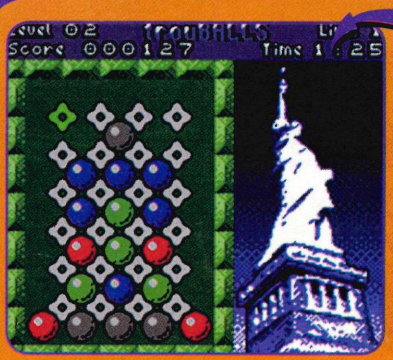


Puzzlers aren't exactly thin on the ground on the Game Boy Color, but thankfully *Trouballs* is interesting and challenging enough to be worth a look.

The aim of the game is to group balls of the same colour into boxes of four or six. They then disappear. You can only move them by turning the wheels on which they rest – turn a wheel and attached balls turn with it, sticking to the gear for a second before falling. Tap the button fast enough and you can turn a ball again before it falls – on some levels you have to. Later stages include matching balls which fall *Tetris*-style and moving winches as well as the gears.

It's a fun game. Nothing too original, but definitely fun. And with 100 passcoded stages, it's big too.

Ian Osborne



Careful here - if you only match four blue balls, the other two can never be removed.





XTREME RATING

Uppers
+ Challenging.
+ Fun.
+ Another GBC hit.

Downers
- Not particularly original.
- Can be frustrating.

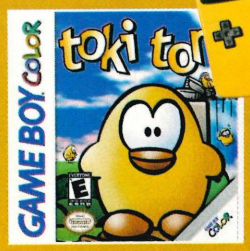
Summary
A solid, playable puzzler on the GBC. Not a rare event, but there's enough here to make it stand out from the pack.



80%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✔	✔	✘

ON TARGET Before you start a level, toggle through your abilities to see what you've got. The abilities offered sometimes suggest a solution...



TOKI TORI

DAMAGE: £24.99
ON SALE: ..... OUT NOW
WHO: ..... CAPCOM
TYPE: ..... PUZZLE GAME
NO OF PLAYERS: 1
SAVE SYSTEM: .... BATTERY BACK-UP

It's cute, it's colourful, and according to Ian, it's egg-selent! Let's get the inside story on that very bad pun...



What a game! *Toki Tori* just goes to show there's life in the Game Boy Color yet, and best of all, this cute and cuddly puzzle platformer isn't for toddlers. Instead, it's a remarkably sophisticated head-scratcher whose simple gameplay is combined with a shrewd level design to create a surprisingly intricate puzzler. *Toki Tori* is a little chicken who looks like he should be sitting on an Easter bonnet. His younger brothers and sisters (who are still kicking their way out of the eggs) have been kidnapped and scattered across 60 levels and four different worlds, with each world offering a Hard Mode when it's complete. Needless to say, it's up to you to rescue them...



Toki Tori celebrates victory with a little dance!

Toki Tori has ten abilities to utilise, but only a finite number of each. These include a Jump to take him to higher platforms, a Warp Hole to beam a short distance through walls and a Bridge to – well, you know what bridges do. There's an Ice Gun to freeze meandering monsters later in the game too.

Cheeky Chicken

Each bite-sized level has its own range of tricks and traps to tackle. Use an ability in the wrong place and you run out before completing the level. Go for the eggs in the wrong order and you might find it impossible to rescue the last one. It's all about forward planing and correct use of resources rather than lightning reflexes and precision control. Imagine Lemmings but with direct control over a single character instead of dozens that walk around by themselves.

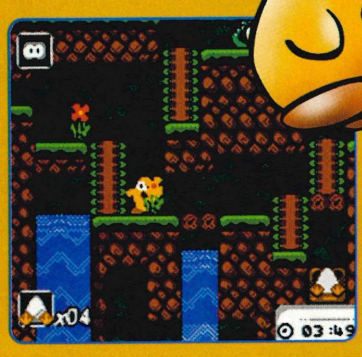
But does it work? You bet it does! The abilities are introduced one at a time, offering an intelligent learning curve, but when the going gets tough, you really know about it. The levels are small (sometimes a single screen) so forward planning never becomes a chore, and every time you fail, you only have yourself to blame. Best of all, the levels are incredibly cleverly designed, with scores of red herrings and potential pitfalls. *Toki Tori* is a game you can play for months without ever getting bored. The small levels are ideal for short blasts, but don't expect to put it down easily. You just have to have one more go, and that's what gaming's all about.

Ian Osborne

Use Your Eyes...

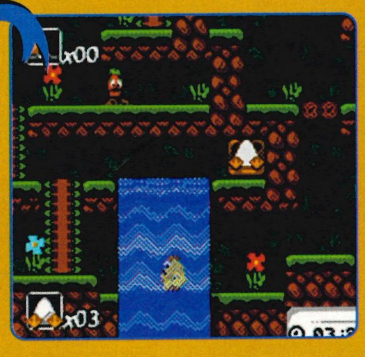
The one ability you always have is the Look ability, which lets you pause the game and scroll around the level at will. Here we've mapped the entire first level, which is around four screens large.







The water effects are lush.





Uppers
+ Fantastic design.
+ Great visuals.
+ Huge game.

Downers
- Maybe a little too cute?

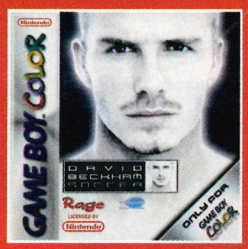
Summary
This is a superb title that anyone who likes their save-'em-up-style puzzlers should go for. It's a real treat to see the Color is still being treated to excellent games.



90%

GAME BOY ADVANCE	GAME BOY COLOR	GAME BOY
✔	✔	✗

ON TARGET Sadly, the best tip we can give you is to hoof the ball forward at the earliest opportunity. Too often, that's how the best chances are made.

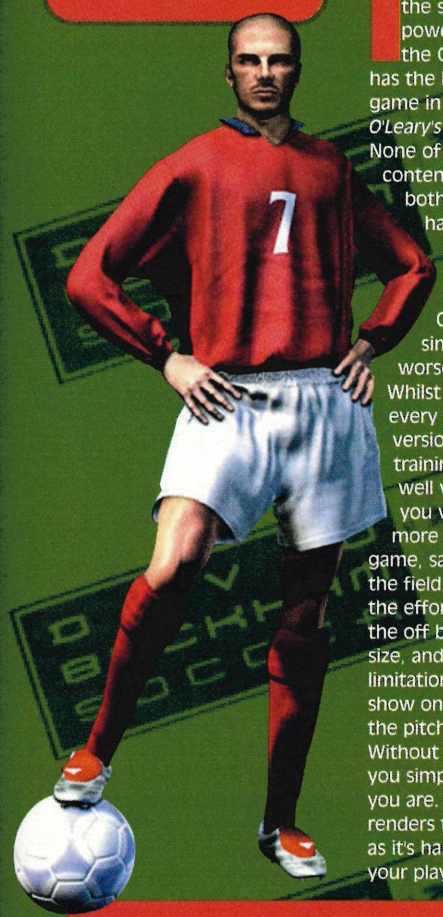


DAMAGE: £29.99
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WHO: .....RAGE SOFTWARE
TYPE: .....SPORTS SIM
NO OF PLAYERS: 1-2
SAVE SYSTEM: ....BATTERY BACK-UP

DAVID BECKHAM SOCCER



It wasn't too hot on the Advance, but will a step across to the GBC improve Beckham's footie game? Simon finds out...

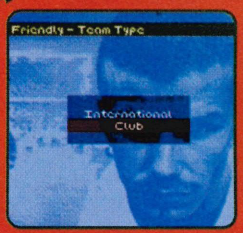


It's ironic that in spite of the superior processing power of the Advance, it's the Game Boy Color that has the best handheld footie game in the shape of *O'Leary's Total Soccer 2000*. None of the Advance contenders, which include both Beckham and ISS, have come anywhere close to that. And sadly, the Color version of Goldenballs' effort has simply made things worse.

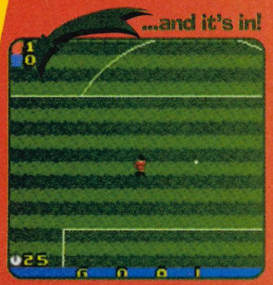
Whilst boasting virtually every option the Advance version did, including a training section which is well worth indulging in if you want to make a little more progress in the game, sadly when it gets to the field, it really isn't worth the effort. It's hampered from the off by the small screen size, and it doesn't handle this limitation well, opting to show only a small portion of the pitch at any one time. Without an overhead scanner, you simply can't see where you are. This subsequently renders tactical play a no-no, as it's hard to pinpoint where your players may be, and predictably the match then becomes a game of kick-and-rush, where the best tactic is to simply hoof it and try and get someone on the end of it. It's certainly a far cry from the majesty of Mr Beckham's silky-smooth skills.



One on one with the keeper...





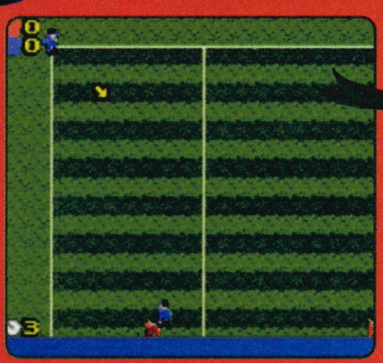


...and it's in!

I'd Rather Play With Posh...

Graphically, the game doesn't pick up either, with sparse visuals doing the job and little more. On the positive side, it's good to see a full Season Mode included in the game, and there's not much skimping on the options in general. Furthermore, younger football fans yet to be blessed with the tactical intricacies of the modern game may warm to the game's genuine ease to pick up and play. But anyone who's played more than three football titles in their entire life will quickly rumble that in this case, the image of the world's most famous footballer can't paper over the cracks of a tedious, disappointing football game.

Simon Brew



Oooh! It's a corner! The excitement!

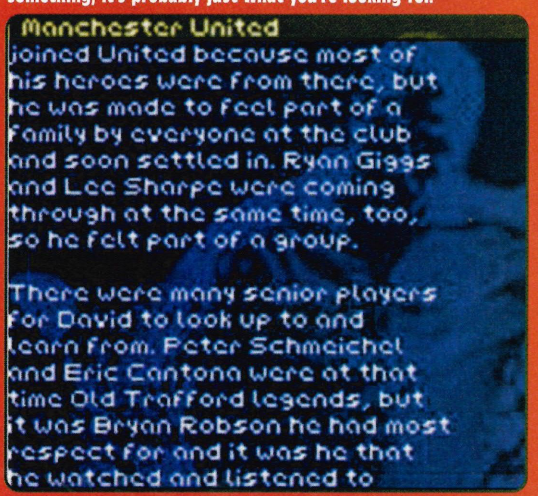






His Life Story

If you thirst for every piece of information you can gleam about Mr Beckham, the David Beckham Story section has been faithfully reproduced from the Advance version. It's all text-based, of course, but if you've got a subscription to Hello or something, it's probably just what you're looking for.



Uppers
+ Simple to get into.
+ Lots of options.
+ Training section.

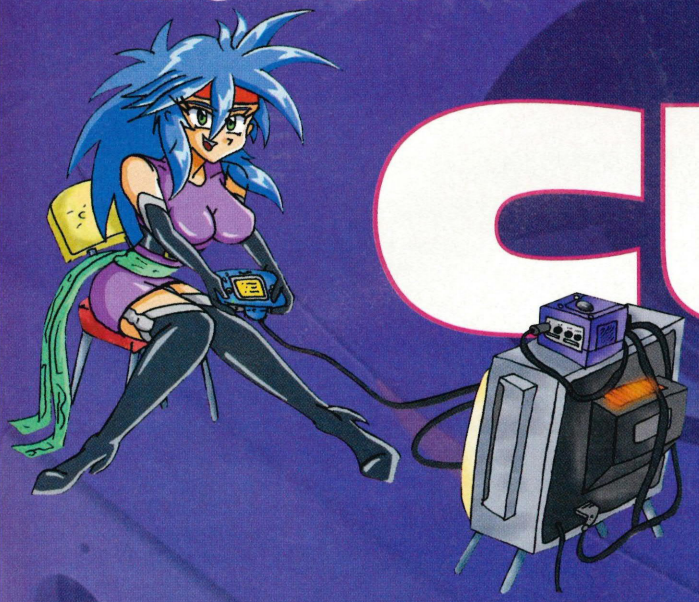
Downers
- Poor gameplay.
- Little tactical flexibility.
- Not much fun.

Summary
Beckham or no Beckham, this is still a below-par footie game.



40%

The road to the GameCube...



CUBE

"Hey, guyz and galz! The GameCube's only weeks away from launch now, and as we all know, you can link an Advance to the Cube and download miniature handheld games from certain GameCube titles. We've got the low-down on how Sonic Advance links up with Sonic Adventures 2 this month! If you intend to buy a GameCube when they launch over here, you'd best watch this space..."

Sakura

SONIC GBA/GC LINK-UP GAME UNLEASHED!

With both the GBA's *Sonic Advance* and the GameCube's *Sonic Adventures 2* out in Japan, we can finally unveil the Chao-raising mini-game played on your Advance by linking it with the Cube.

When you link the Advance and the GameCube with the link cable (sold separately) and slap a copy of *Sonic Adventures 2* in your Cube, you can access the Tiny Chao Garden. Here you can hatch and grow a Chao, which you bring up Tamagotchi-style. Rings earned during the game can be used to buy food for the Chao, and you can indulge it in mini-games such as scissors, stone and paper or a memory test. When you're done, save out your game position onto the *Sonic Advance* game cart.

When you find the Chao Garden in *Sonic Adventures 2* on the Cube, you can send your Chao from the Advance into the GameCube game. While he's in your GC, he's no longer in the GBA, of course – he can't be in two places at once. There's lots more he can do here, including entering the Chao Races. When you're finished, you can pass him back to your Advance and take him away agan.

It's possible to play the Chao game on the Advance without owning a *Sonic Advance* cart – everything you need is shipped to the handheld directly from the Cube. However, without the GBA game, you can't save your Chao until you pass him back to the Cube and save him to a memory card. And if you switch off the handheld or play another GBA game while the Chao is in residence, he's lost.

Raising Chaos is a fun game but not a world-shattering experience. As a taster of things to come with the GBA/GC link, it should certainly whet your appetite.





PIKMIN

Any game designed by Shigeru Miyamoto is an event, and *Pikmin* is no exception. It's named after the pikmin flower, and tells the story of an alien traveler trapped on an unfamiliar garden-like planet in search of the pieces he needs to repair his space ship. Only with the help of the indigenous Pikmin, colorful plant-like creatures that he extracts from the ground, can the spaceman gather all the parts to repair his ship and escape the poisonous atmosphere of this strange planet.

Not many would get away with naming a game after a flower, but only a fool would sneer at one of Mr Miyamoto's games. We've played it on import, and found it fiendishly addictive and heart-rendingly sympathetic. You really do care about the little pimkins who help you in your tasks. Not the sexiest game heading for the GameCube, but one tha tno one who appreciates originality and gameplay can overlook.





Route

BLOODY ROAR: PRIMAL FURY

Fight fans will be pleased to hear the *Bloody Roar* saga is coming to the GameCube, courtesy of Activision. *Bloody Roar: Primal Fury* will be among the first wave of fighting games for the Nintendo GameCube.

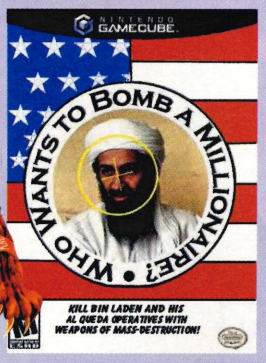
The game is in 3D, and adds new characters, arenas and special attacks to the existing rosters. Whether the fatalities are included is unknown, but the move where one of the fighters piddles on a defeated opponent is unlikely to appeal to Nintendo. You can choose from 16 characters, and several game modes. The arenas are interactive, featuring breakable walls and floors.

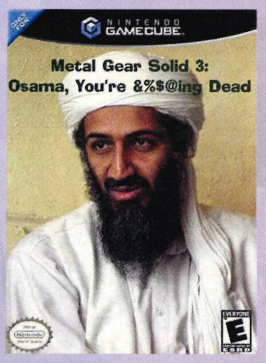
"As one of 16 characters, each with their own human and hyper-beast forms, *Bloody Roar: Primal Fury* lets gamers engage in fast and furious battles", said Larry Goldberg, executive vice president, Activision. "By combining exclusive features with the platform's graphical and technological advancements, this version will be the most spectacular and challenging yet". Brave words, but the last *Bloody Roar* game (*BR3* on the PS2) was good, but not outstanding. Let's hope the GameCube version packs a meaner punch.



DON'T HOLD YOUR BREATH...

It's a nice idea, but the GameCube game boxes featuring Osama bin Laden are obviously fake. The games appear to offer new versions of *Metal Gear Solid* and *Who Wants to be a Millionaire?*, with the main objective being to kill the al Qaeda leader. Nice idea, but don't hold your breath waiting for them to appear on the shelves.





GC/GBA LINK CABLE

Here's the first pictures of the cable that links the GameCube and the Advance, now available in Japan. It's seven feet long, and costs 1,400 yen, which is around £7.30.



MORTAL KOMBAT GC



Midway is to develop an all-new *Mortal Kombat* game for the GameCube. According to a Midway spokesman, "*Mortal Kombat* delivers all-new punishing action fans of the franchise crave – intense hand-to-hand combat and special-weapon combat, secret hidden moves and combinations with deadly body blows". We can't help wondering which is the new bit...



TUROK STALKS THE CUBE

There's a new Turok game heading our way. *Turok Evolution* is the fifth game in the franchise, and again features Turok, a Native American Indian of the Saquin nation. *Turok Evolution*, players find themselves immersed in lush, living and breathing worlds, teeming with life. A breath-taking adventure across sweeping meadows, dense jungles and soaring mountain vistas, *Turok Evolution* is a first-person action game that incorporates intuitive strategic elements of stealth decision-making.



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GAMES: C A

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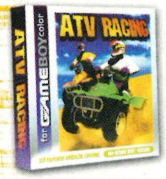
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PAINTER



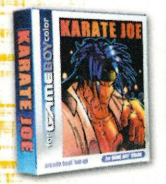
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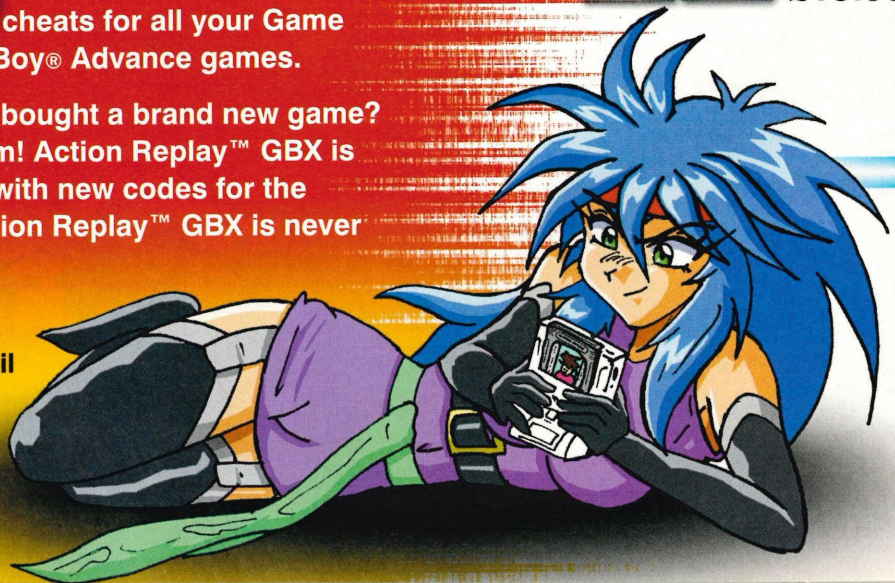
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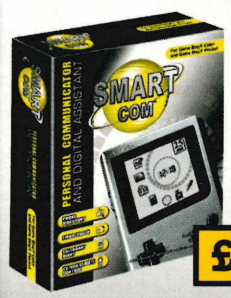


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THE KIT BAG



More bits and pieces and pulsating competitions...

COMPETITION

Mage Knight Dungeons

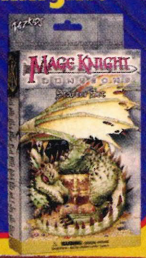


Mage Knight Dungeons is a new fantasy adventure game using highly detailed pre-painted plastic figures and a customisable board or map. Each player has a team of adventurers or a lone hero, and also controls a band of vicious monsters. Movement is measured by the squares on the board and combat is resolved by the simple roll of a dice. It's great fun, and we've got six sets to give away! One lucky reader will win a Starter Set, two Booster Packs and a Builder Kit, with five Starter Sets for the runners-up. To stand a chance of winning, just answer this simple question:

Q: Which of the following is a famous knight?

A: Derek Nimmo
B: Phil Mitchell
C: Sir Lancelot

When you think you know the answer (clue – it's the guy called 'Sir'), call our Competition Hotline and leave your FULL name and address.



The Legendary Crossbow

Now if this isn't cool, we don't know what is. It's a crossbow that fires sucker darts, but instead of the usual plastic effort, this one's made of beautifully-polished wood with a metal spring providing the power. Just the thing for budding William Tells. *The Legendary Crossbow* costs £24.99.



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COMPETITION

Stingray Submarine

You can't beat Jerry Anderson's puppet TV shows, and *Stingray* was one of the finest of all. Fans of the show should look out for these wind-up *Stingray* submarines, with removable Troy Tempest figure and torpedoes that really fire. What's more, we have six of them to give away. To stand a chance of winning, just answer this simple question:

Q: Who pilots Stingray? Is it:
A: Richard Branson B: Captain Nemo C: Troy Tempest



When you think you know the answer (and there's a subtle clue on the box), call our Competition Hotline and leave your FULL name and address.

COMPETITION HOTLINES

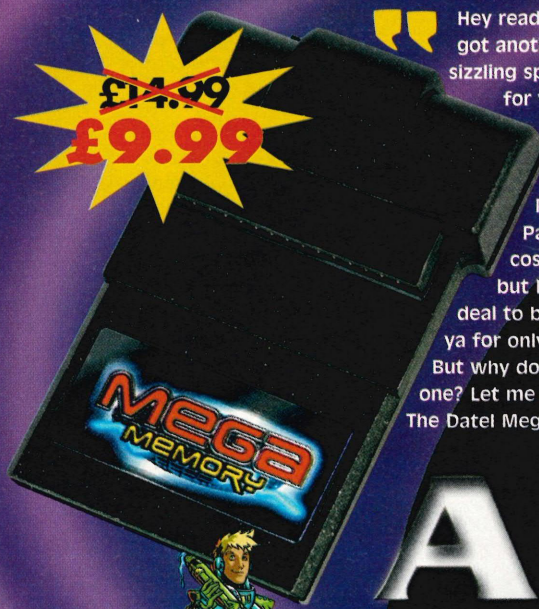
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Sakura



A PIECE OF



Remember, the Master Code (labelled [M]) must be activated for the cheat codes to work.

Alienators Evolution Continues



[M]
FA4B9C23 01C9A944
80AC00C6 7948481A

Grenades
5E04F96F 49EB0E28

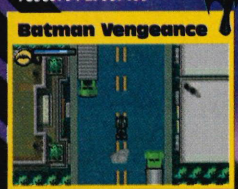
Health
FD6E9657 C9A70AB3

Infinite Double Ammo
A567E053 B2CFD4F9

Infinite Three-Way Ammo
B7720E62 E1C3BB87

AR Button for slow
78960794 27667199

Batman Vengeance



[M]
BBD604D3 BD3D786A
0FE00CE4 7C525652

Infinite Batarangs
DD30BB72 D6A1443E

Infinite Smoke Pellets
3D3659A3 D3D3B283

Infinite First Aid
6644E4AA 48406242

Infinite Health
84C69508 2D1D1998
90CDB338 EB93B035

Infinite Bat-Grapple
86584778 35D84D17

Inf Time
B9ECD984 A5DD85F9

AR Button for Slow
78960794 27667199

ChuChu Rocket



[M]
4E0C0656 71C89AC8
FA997735 BD90C6A5

Do Not Use In
BDA65F34 AF5A7B09

Puzzle Mode
BDA65F34 AF5A7B09

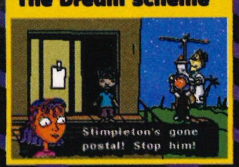
Inf Time
A2A59726 B117DC15

Player One score 99
E30C8E96 ED201BFF

CPU Score 0
7B0591F1 5501D81A

AR Button for Slow
78960794 27667199

Rocket Power: The Dream Scheme



[M]
6BE5A71D E59DA527
2F106F77 F1310CA3

99 Stars
8A9B2101 2709925D

Infinite Health
EA3F174C 81407E2A

AR Button for Slow
78960794 27667199

Fortress



[M]
8712BF38 B512DDBA
2FE38E4F 7DBBCC7E

P1 Max Score
CCB2AA57 189FED24
0F0DEAB5 261F0295

4B69E2B2 CDAD6946

Freeze Timer
C2155B8B 606EF707

P1 Score 0
7359C115 E296CA7E
52BF627D CBE7B93B

C29D19F8 3AE7EA33

P2 Max Score
8F6B6425 E74776FC
55BA8903 920FAFA7

C0C76916 6B205532

P2 Score 0
66DA1447 0DDA120B
1908E60C 04030F39

6850D6BC 45D96646

Stop Timer
C2155B8B 606EF707

AR Button for Slow
78960794 27667199

Hot Potato



[M]
66B04104 F1CE6CC0
2CF38EE6 9A3CC027

Infinite Lives
CEB5754B F6F07793

Hit 99 special spuds
19E650C2 DECD11B9

Infinite Busses
15FDAF08 0504F230

All Potatoes Rescued
19E650C2 DECD11B9

Max Score
B1B57AEA DE0F97B5
199E4B06 0A87BD18

952B2173 37C6F5BD

4070CCD0 5D1CC855

AR Button for Slow
78960794 27667199

Inspector Gadget



[M]
84E22395 60356675
0889E677 2142DC70

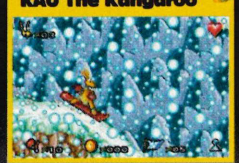
Infinite Lives
68976B29 9D8FF4C5

Infinite Health
74D61D3B 5172C82C

Infinite Dynamite
A9BCBB37 4C717068

AR Button for Slow
78960794 27667199

KAO The Kangaroo



[M]
114CE553 0470A9DC
C4B6666D FD768546

Inf Lives
094E84C1 3D92C225

Inf Health
3A325E87 802E69B1

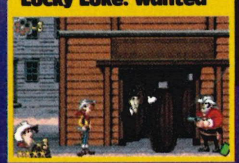
Max Coins
F6DEB5C0 B7B53947

Gloves
041DBF3B 7E081DF6

Flags
5657EADE 0957FFA2

AR Button for Slow
78960794 27667199

Lucky Luke: Wanted



[M]
D8DBE76B 43D4F020
7ED1A3E7 66A03257

Infinite Bullets
26EA7B48 1B8C9CAC

Infinite Lives
4ED6DBD2 368DB0A9

Infinite Health
B30F2EE9 35E4E8C4

Infinite Dynamite (col. 1)
3D9101D4 67248FDB

Four Aces
B664626C 7FEC18E6

Infinite Health (Bonus)
233AFF75 E12417F5

Max Cash (Bonus)
A36D78A0 DADB2627

Mech Platoon



[M]
A1FE2094 76C79AC5
44541C62 C58CC7B9

Energy Sand T
C42119D7 F611405B

Material Rock T
46D0AE2A 3315BB86

Laser Crystal T
5D5E3694 3C1299A5

Energy Sand M
9878B752 0EAA04DA

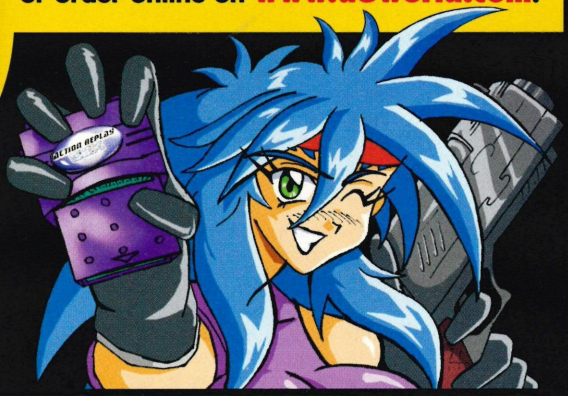
Laser Crystals M
A55B4793 1CCA07FA

Material Rock M
82254E38 0A445D9A

Infinite Troops
12AEE80D 055DEA85

AND A VERY

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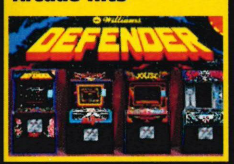
09064 774477

Calls cost 60p per minute at all times. Lines are open 24 hours a day, seven days a week.

Please get the permission of the person who pays the bill before ringing Code Junkies Hotline.

THE ACTION

Midway's Greatest Arcade Hits



[M]
27AA6F8D 1BC02CA1
5ED73DE8 13618F61

Infinite Lives - Defender
0A63DE7D FC743D31

Infinite Bombs - Defender
4F9C4BEA 8D582452

Infinite Lives - Robotron
4CDD7B43 E26B97DD

Infinite Lives - Joust
3D27BF54 B341117F

Infinite Lives - Sinistar
43360E04 C7C94788

Infinite Bombs - Sinistar
8B3C9EC3 6370895F

Pac-Man Collection



[M]
ED79D41B C04A3B0F
913C6B57 E5D9E2DE

Pac-Man - Lives
0AFCE825 E2D1268F

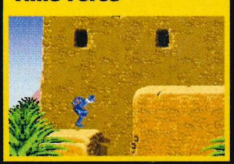
Pac-Mania - Lives
C6C17548 81EE7DA0

Arrangements - Lives
07A0F0AB 9EF3D904

Pac Attack - Inf Pacs
75764E91 5EB8E807

AR Button for Slow
78960794 27667199

Power Rangers: Time Force



[M]
5A3BE62A 6F86A68B
23BDF2F0 6940F438

Infinite Health
4CF04CD4 90F16BD0

Infinite Energy
CE4B9341 72B740F1

Have All 3 Weapons
130B3E35 00B46CDB

Infinite Continues
2A8C41C1 10768875

AR Button for Slow
78960794 27667199

Powerpuff Girls: Mojo Jojo a-Gogo



[M]
7A71B792 45F2EBCD
19D05102 97211C28

Infinite Health Buttercup
C4815202 DEA94534

Infinite Health Green
B5340D87 D443B109

Infinite Health Blossom
FAD9BDE0 F7734DBA

Loads Of Crystals
D01165BB F77F9396

Rampage Puzzle Attack



[M]
47634BFA 9E1B0EF5
FDBF44F6 856F55BB

Max Diapies
30F43CC8 B1841777

All Items Collected
A8982439 FFC4F6BA

[M]
2BB43CBA 9E5F18F6
9577A859 52723002

999999 Chains
4104F5AF AC8383BB

999999 Combos
12D5F672 EBA2DEFA

Drops - Clear Mode
3C8BFE9A 9E7DF70F

Rayman Advance



[M]
98E8A817 096F052E
F1F21E7E B387DA3D

Infinite Lives
5C42BD1F 87E01B06

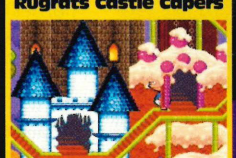
Infinite Health
E596F348 2D4F1120

99 Blue Balls
2C54AEE9 31DDF077

Mega Jump
BA99585D CBC29CD5

AR Button for Slow
78960794 27667199

Rugrats Castle Capers



[M]
B9F532CB 0B145191
D7B6CD30 9D8039FC

Max Score
B5250EF6 4B70AEAF
FDFE4721 1036B22B
B3DEF48B F7C62D57
7322D9F9 FEA1B4EF

Infinite Lives
72870983 28B2AA88

Never Drown Snood
AB532027 FC316CE1

Start On Level 50
DE37BDAB F60440E0

Spongebob Squarepants: Supersponge



[M]
E11E4718 C0FA3158
17A308AA E1941B99

Swatters
8CA39DAB EAC7418E

Lives
59F1F4AA E298D0EF

Net Ammo
08F10E62 B11C228F

Shaun Palmer Pro Snowboarder



[M]
2AD94BCD 96151A6D
E273E5B3 0EC70DF1

Monster Score
5E535AD6 A949E1B3

Unlock All Tracks
98C67BF6 1FFE2C64

Unlock All Boards
7772DAE0 2712AC03

Snood



[M]
B9F532CB 0B145191
D7B6CD30 9D8039FC

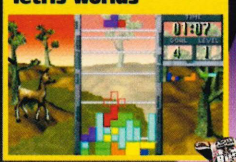
Max Score
B5250EF6 4B70AEAF
FDFE4721 1036B22B
B3DEF48B F7C62D57
7322D9F9 FEA1B4EF

Infinite Lives
72870983 28B2AA88

Never Drown Snood
AB532027 FC316CE1

Start On Level 50
DE37BDAB F60440E0

Tetris Worlds



[M]
AAE016F0 A3CDCBF4
00894F50 518E2568

Infinite Time
8C82B8C6 9EEF619B

X-Games Skateboarding



[M]
54860C11 9C552074
1901537F 75ACD209

Max Skills - BB
269680EF B59F627D

Gold Medals Vert BB
7D6006C2 E41C72DE

Max Skills - CM
00CF9C20 E94B1983

Gold Medals Vert CM
150D233C 62FEF5F0

Max Skills - LU
4DA7A1DA F37F7DC4

Gold Medals Vert LU
FC88C618 5445FE61

Max Skills - KW
EE63A462 253144FD

Gold Medals Vert KW
3A75A4C2 1F726B0C

Max Skills - RoM
EA66089C E3B944B0

Gold Medals Vert RoM
2C2474A6 657812DC

Max Skills - RM
720C9357 A83A3F07

Gold Medals Vert RM
EFCA6297 3628B2A2

Max Skills - CF
5B6278A7 4F13670D

Gold Medals Vert CF
8DB3819F 8EE2A701

Max Skills - CD
E9BCC655 B1ED1251

Gold Medals Vert CD
7EADF1DA 6D6F9253

Max Skills - KG
3F56B78F 5C6397B1

Gold Medals Vert KG
93BCC4A6 6069D708

Max Skills - CS
B0875D49 D45E58C4

Gold Medals Vert CS
A03F500A 87AFB8AB

Unlock Rollie
0879882C CE300394

Unlock Kialie
51758C4F DA6F94F4

Max Score X-Rage
0D79BF0D 06329D20

Always Have X-Move
04D9F219 7CDA19D2

Have All Dragon Gems
3084BCDC 56BA07FD
17B6BD26 41EE0688

DBBD0BD2 9A3808DE

91A7769A E532AA78



RETURN FIRE...

More of your lush letters...

Waiting for the Sun...

Dear Sakura,
In issue Eight your release date for *Golden Sun* said 'Out Now', but when I went into HMV, the shopkeeper said it was out on the 22nd of February. I got the mag on 8th January, and was disappointed I had to wait so long. In future, please put the release date in, even if the game's already out.
Paul Purvis, North Lanarkshire, Scotland

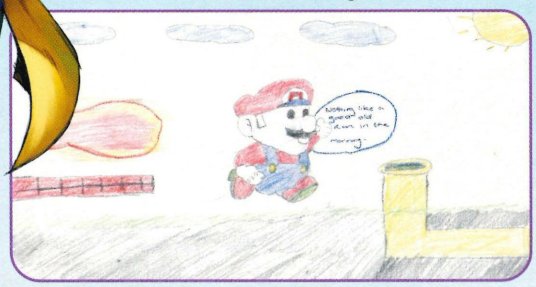
Sakura says: Not always possible, I'm afraid. Sometimes games get put back, and come out a long time after we say they will. For example, *Advance Wars* was expected in October, but after our review went to print, the war in Afghanistan kicked off and Nintendo delayed its release until January. We do our best, but this can't be helped. Rest assured *Golden Sun* is a superb game, and well worth waiting for. Come to think of it, so is *Advance Wars*. It really keeps you focussed on the job in hand on those long, cold nights behind enemy lines waiting for reinforcements to parachute in.



Any Sign of Zelda?

Dear Sakura,
Your magazine is fantastic, but can you tell me if there is going to be a new *Zelda* game for the GBA? I really enjoyed playing the others.
I hope you like my picture – it took me ages.
Nicholas Sagar, London

Sakura says: Hey Nick, your pic is great! Mario needs a bit of exercise to get some of that flab off his gut. Only jokin' – Mario's a kewl guy. There's bound to be an original *Zelda* game some time, and maybe they'll convert Link to the Past from the SNES too, but to date nothing has been announced.

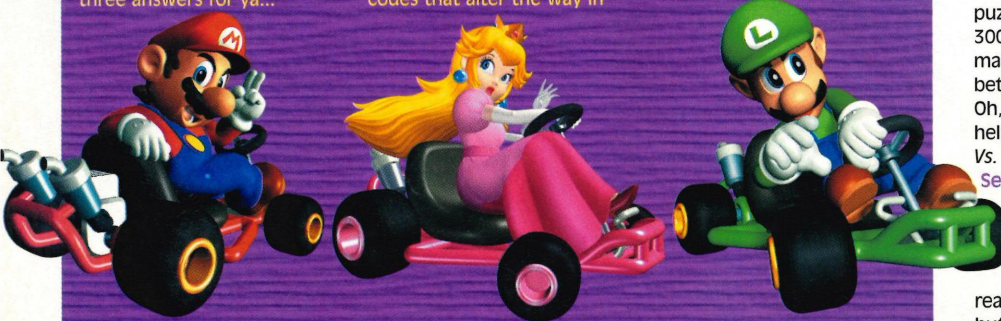


Grab a Grannymobile...

STAR LETTER

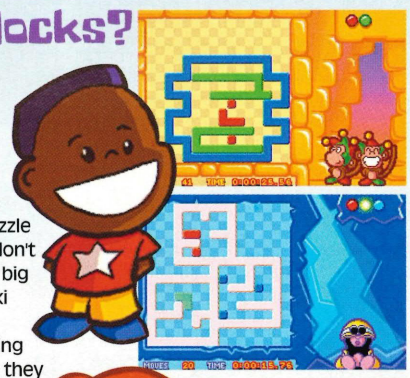
Dear Sakura,
I have three things to say...
1: Can you download Game Boy Color cheats onto the Action Replay GBX?
2: You said in Issue Seven, in your *Mario Kart Super Circuit* solution, your grandmother could complete the Mushroom Cup. I taught her all the controls and talked her through the courses, but she still can't do it.
3: How do cheats get in games?
Harry Ives, Southport

Sakura sayz: Hey, I've got three answers for ya...
1: No, the GBX is for the Advance. You need an Action Replay Xtreme for the Color.
2: Well, my granny can do it! She used to be a woman of action, y'know? Nowadays she only fights aliens and evildoers on her Game Boy, but she still keeps fit by bungie jumpin' and downhill mountain bikin'. Maybe she's not your usual granny...
3: The cheats that involve you pausin' the game and pressin' Up, Down, A, B or whatever are put there by the game's creators. Action Replay cheats are special codes that alter the way in which the game works. For example, an Infinite Lives cheat looks for the part of the game which reduces the number of lives you have when you're killed, and tells it not to bother. So if you have three lives and die, instead of taking a life away and leavin' you with two, the game 'forgets' to take one so you still have three. This way, you have in fact got infinite lives – you can die as many times as you like.



star letter ★ star letter ★ star letter ★ star letter ★ star letter ★ star letter

Dinki Blocks?



Yo Sakura,
I recently bought *Denki Blocks!* I really like the game, but I only have an IQ of 139 and I'm on the Puzzle Master already. I don't think the game is big enough, and Denki spent too much time on nice-looking graphics. Couldn't they do a GC *Denki Blocks!* with a thousand puzzles instead of 300? I think this would make the game a lot better.
Oh, and the cheat cards helped me a lot on *Ecks Vs. Sever*.
Sean Davis Rochester, Kent



Sakura says: Hey, congratulations on reaching the Puzzle Master, but did you finish every puzzle and collect every star on your way there? There's more to this game than getting through it as quickly as possible, y'know. I agree progress is deceptively fast, but what the hey? You've got more to do than you realise before you've REALLY finished the game. The job ain't done until it's done, dude.
Glad you liked the cheats for *Ecks Vs Sever* too – that game really is the nutz!

Action Stations!

Yo Sakura,
I just got an Advance for Christmas and I'm thinking of buying an Action Replay GBX. But I can't find one anywhere! Also, how much memory does it have? I'm asking because of all your wonderful exploits in the world of Action Replay. You come up with codes, codes and more codes. In the January issue you told us we could hook it up to our PCs and download codes – how many can you fit in?
If you don't print this I'll come over there with my Quasar Blaster and make your head a light bulb!
Joshua Knill, Cheshire
PS: I would like to say something to Kelly Macdonald; YOU SUCK MY ASS TOO, 'cos not all of us are dateless pubescent males (Return Fire, Issue Four).



Sakura says: You can get an Action Replay GBX from any good games shop, Joshua, but if you still can't find it, check out the mail order ad on pages 54-55 of this very ish. Regardin' the memory, it has two megs – enough for hundreds and hundreds of codez. And yes, you can download them from the Internet via your PC.
As for your empty threats – get a life, guy. I ain't scared of a quasar blaster – I've seen more powerful peashooters. Come at me with one of those and I'll blow you so high, by the time you come down you'll have missed six issues of GBX. Or maybe someone already did, and that's why you're replyin' in Issue Ten to a letter from Issue Four!

Goth Girl Sakura

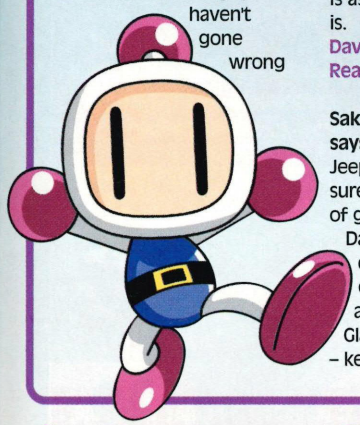
Hey Sakura,
Your mag is brill! I wondered if you have any cheats for *The Mummy Returns* on the Game Boy Color? And I've drawn a picture of you.
Tabitha Price, Gloucestershire



Sakura says: What a kewl picture! I look great in that gothic-style cloak – real dark and mysterious. I should be in the next *Castlevania* game – I could sure give that Dracula a whumpin', and I wouldn't need a stake and a cross.
Regardin' *The Mummy Returns*, we printed the level codes and Action Replay cheats back in Issue Six, and that's all we have.

Great Mag!

Dear Sakura,
I know this is the 500th letter you've received that says, 'Hi, I love your mag', or 'it's great', but I'd just like to say how damned true it is. I bought my Game Boy Advance with my birthday money a week before buying your mag, and I subscribed after Issue Four's fantastic offer. You guys haven't gone wrong yet. I've got every ish and video, and your Seal of Approval is my ultimate guide when buying GBA games. I now have *Bomberman Tournament, F-Zero Maximum Velocity, Mario Kart Super Circuit, Ecks Vs Sever, Super Street Fighter II Turbo Revival, Tony Hawk's Pro Skater 2, Warioland 4* and *Rayman Advance*. Thank you for your honesty; every game is as good as you say it is.
David Leneghan, Reading.



Sakura says: Jeepers, you sure have a lot of games there, David! You've chosen wisely too – lots of different genres, and all really great games. Glad you like the mag too – keep on readin'!

What's New?

Dear Sakura,
I like your mags. Are any new Advance games gonna come out this year? If there are, please tell me. Also, could you tell me which is better, *Super Mario Advance* or *Mario Kart Super Circuit*?
Raheel Ahmed, London

Sakura says: You shouldn't be surprised to hear there ARE more games for the GBA comin' out this year, and yes, I'll tell you about 'em. It's my job, y'know? When I'm not on mercenary missions and savin' the world, that is.
Regardin' the Mario gamez, we reckon *Super Mario World* is the best, followed by *Super Circuit*, then the original *Super Mario Advance*. It's kinda difficult to compare a racer with a platformer, though – it depends a lot on what sort of game you're after.



You're Never Too Old...

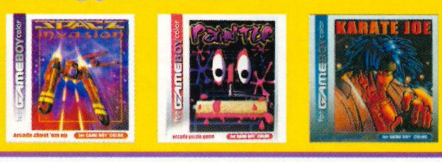
Hey Sakura,
Guess what my sons got me for Christmas? No, not a box of chocolates or perfume, but a Game Boy Advance! I am 44 years old and love it! You see, my youngest son had a Game Boy and I kept playing on it, so they bought me a GBA and I can't put it down. It's great! And now I buy your mag. Am I the oldest player or what?
I have completed *Warioland 4*, and am doing well on *Denki Blocks!* I just don't know what to try next. I think Mario – what do you think?
Mrs Daphne Harker, Worcester



Sakura says: Hey, you're never too old to play great games! I'm afraid you're not our oldest reader, though – as far as we know, that honour goes to a very nice lady in Cornwall who's 59!
Regarding what game to try next, if you're after a Mario title, get *Super Mario Advance 2: Super Mario World*.



Time to get writin', folks. We've got a fistful of new prizes for our Star Letter writer – three ace Rocket games for the Game Boy Color. You get Space Invasion, Painter and Karate Joe – kewl or what? And for the rest of our lucky letter writers, there's a CodeJunkies T-shirt (girl not included). Choose from Medium or Extra-Large. Send all your merry missives and ace artwork to: Sakura, GBX Magazine, Stafford Road, Stone, Staffordshire ST15 0DG or e-mail on sakura@gbxtreme.co.uk



BACK WITH A BANG!

COMPLETE YOUR COLLECTION OF GBX MAGAZINE...

Missed an issue of GBX? No worries. Just order it through our back issues service. Just ring our £1.50-a-minute phone line, and the cost of the mag is covered by the call. Simple!



Issue One! SOLD OUT

Issue Two!

Our sizzling second issue featured: Bomberman Tournament, GT Championship, Tony Hawk's Pro Skater 2 and Tweety and the Magic Gems on the Advance.

1942, Comander Keen, FA Premier League STARS 2001 and Prince Naseem Boxing lead an all-star Game Boy Color cast.

On the video, there's Bomberman Tournament, Pokémon Crystal, Final Fight One and VIP, among others.

Issue Three!

Issue Three's Advance games included Army Men Advance, Denki Blocks!, Earthworm Jim, Fire Pro Wrestling, Hot Potato and High Heat Major League Baseball 2002. On the Color there was an exclusive review of the amazing Tomb Raider: Curse of the Sword, Snoopy Tennis, Mat Hoffman's Pro BMX, Hercules, Denki Blocks!, The Mummy returns and Xena: Warrior Princess.

Not only that, there's a feature on emulation, and a complete solution for Super Mario Advance. On the video is exclusive footage of Tomb Raider: Curse of the Sword, Ready to Rumble Boxing: Round 2, Colin McRae Rally and Tony Hawk's Pro Skater 2.

Issue Four!

Mario Kart Super Circuit leads the Advance pack in Issue Four. Find out why it's so cool. Also, check out BackTrack, Disney's Atlantis: The Lost Empire, Final Fight One, Iridion 3D, LEGO Island 2, LEGO Racers 2, MX 2002, Spider-Man Mysterio's Menace and more. For the Game Boy Color Crowd, there's Micro Maniacs, Pokémon Crystal, Zidane Football Generations, Universal Monsters: Dracula and more!

Not only that, but we've also got a bot feature on original GBA games, a complete solution to Tony Hawk's 2 and Mario Kart, MicroSoft Pinball, Super Street Fighter II Turbo Revival, Speedball 2 and many more on the vid!

Issue Five!

Issue Five's high points include a sizzling Wario Land 4 review. Is it the greatest platformer ever? Other Advance games on offer include Advance Wars, ESPN Final Round Golf, F-14 Tomcat, Lady Sia, Super Dodge Ball Advance, Super Street Fighter II Turbo Revival and LEGO Bionicle. On the Game Boy Color is Stuart Little: The Journey Home, Keep The Balance, Disney's Atlantis, WWF Betrayal and Wendy: Every Witch Way.

On the video there's Wario Land 4, Fortress, WWF Betrayal, exclusive footage of the GameCube in action and previews of Mario Advance 2 and Golden Sun.

Issue Six!

There was so much to pack into Issue Six we had to cram in more pages! Reviews include Spyro the Dragon, Ecks Vs Sever (95%!), Driven, Gradius Advance and WWF: Road to Wrestlemania. On the Color there was Fort Boyard, Santa Claus Jr, The Fish Files and The World is Not Enough. A sizzling feature blew wide open the Game Boy games that let you link carts.

On the video, check out Pokémon Crystal, Diddy Kong Pilot, Advance Wars, No Rules: Get Phat and an interview with Nintendo's David Gosen.

Issue Seven!

Our Best of the Best feature blows open the finest GBA and GBC game in each genre. Essential buying recommendations! We review Doom, Mech Platoon, Batman Vengeance, Namco Museum, Harry Potter and the Philosopher's Stone GBA, Ronald Duck Adv@nce, Klonoa: Empire of Dreams and more!

On the video, we gave you the lowdown on the ten best GBA games so far, as well as reviews of Resident Evil Gaiden, Klonoa: Empire of Dreams and Steven Gerrard's Total Soccer 2002.

Issue Eight!

RPG fans shouldn't be without Issue Eight. We reviewed two great role-players, namely Golden Sun and Breath of Fire. They're both great, too! Also reviewed on the Advance are Alienators: Evolution Continues, Frogger's Adventures, Star Wars: Jedi Power Battles, No Rules: Get Phat and more. For Color owners, there's the spectacular Harry Potter and the Philosopher's Stone, a 90% smash hit, as well as Antz World Sportz, Shaun Palmer's Pro Boarder and Tony Hawk's Pro Skater 3.

On the video, we take a look at both harry Potter games. That's right - you get to see both the Advance and Color games in action! Look out too for Creatures, Golden Sun, Jedi Power Battles and a top feature on the forth-coming Card-e Reader.

Issue Nine!

Is it the greatest platformer ever? Super Mario Advance 2 took the Advance world by storm in Issue Nine! It had to work very hard to stay ahead of Sonic Advance, though. If platformers aren't your thing, check out the amazing Mortal Kombat Advance, or the sizzling puzzle pair of Puyo Pop and Columns Crown.

On the video, there was Super Mario Advance 2, Worms World Party, Puyo Pop, Mortal Kombat Advance, Cruis'n Velocity and much more.



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09065 151402

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Are you ready for action? With our cut-out-and-keep cheat cards, you're always prepared!



1: First, cut out your sizzling Action Tips coupons.



2: Store them in your game boxes, along with the cart. If you haven't got the game, keep it somewhere safe in case you decide to buy it one day.



3: Whenever you play the game, you've always got the cheats handy!

ACTION TIPS: SPONSORED BY

THE ULTIMATE CHEAT CODE CARTRIDGE FOR GAME BOY

ACTION REPLAY XTREME

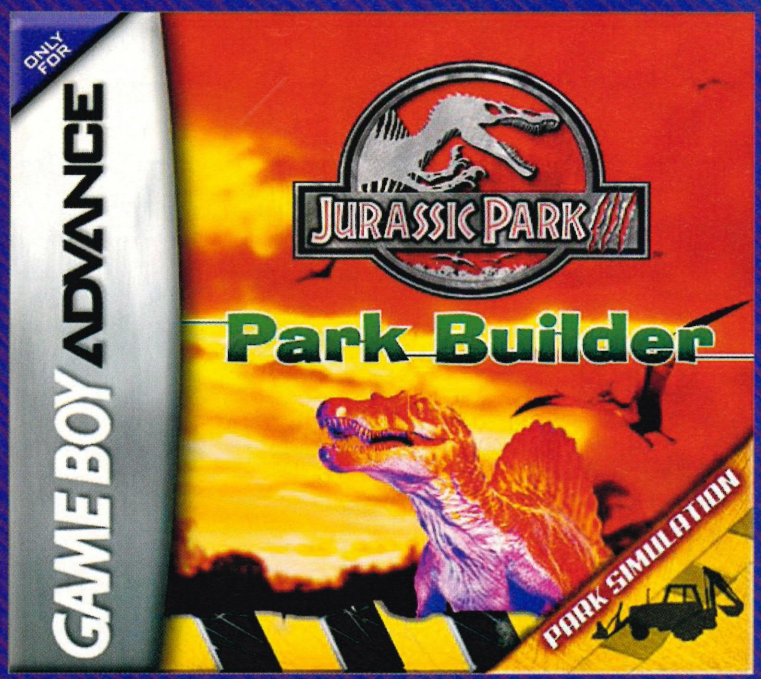
ACTION REPLAY GBX

The greatest cheat carts ever to hit the handheld...

ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.

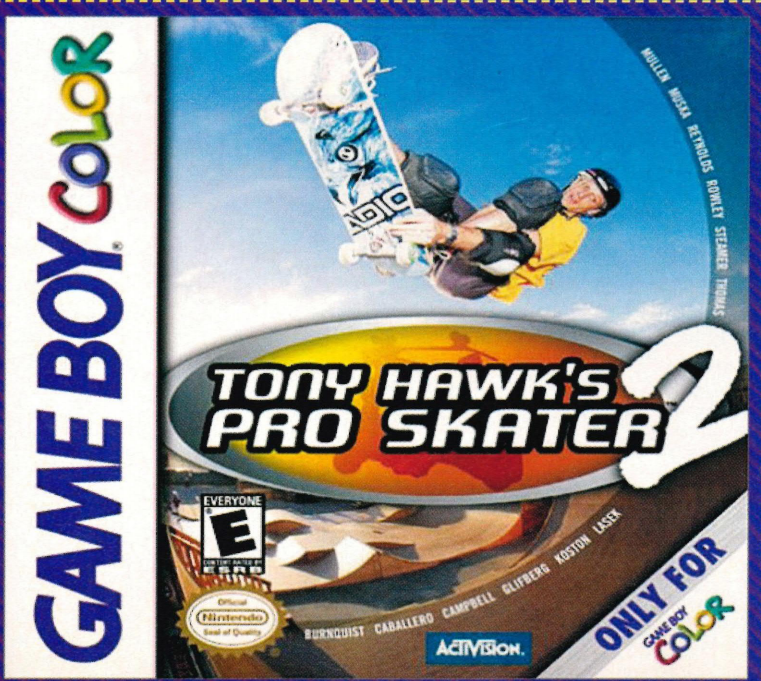
cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line





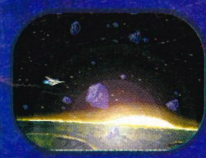


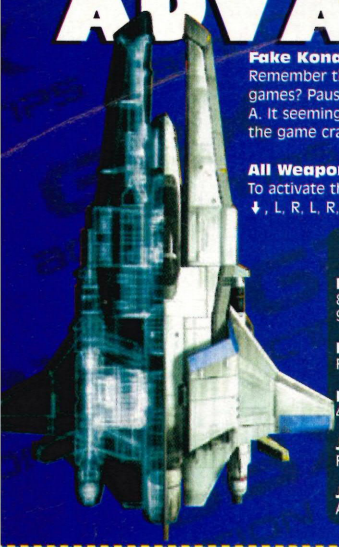






GRADIUS ADVANCE





Fake Konami Code
Remember the old Konami code, that worked with nearly all Konami games? Pause the game and press ↑, ↑, ↓, ↓, ←, →, ←, →, B, A. It seemingly gives your ship all weapons, but three seconds later the game crashes!

All Weapons
To activate the real code, pause your game, then enter: ↑, ↑, ↓, ↓, L, R, L, R, B, A. (L and R buttons are the shoulder buttons).

ACTION REPLAY

Must Be On [M]
853C5E224C5B0C35
9A0CCA970E9ADDC6

Max Score
FC2741010C6701D5

Infinite Lives
47342026521BF486

Just Have Speed Up
F8AA25D2F7B06C90

Just Have Missile
ADE301A181939648

Just Have Double
96B101E7626E6798

Just Have Question
D37F6C59EBFBBFBB

Have All Power Ups
EF35144B4C3A3A9D

All Levels Open
3C232C0C7856C1B0

GBX

JURASSIC PARK III: PARK BUILDER



Start with Maximum Money
Enter "Bonus-Park" as a Park Name.

Start with all Shop Items
Enter "Items-park" as a Park Name.

Start with no Dinosaur DNA
Enter "Zero-Park" as a Park Name.

Only Men will Love your Park
Enter "men's-park" as a Park Name.

Everyone will Love your Park
Enter "love-park" as a Park Name.

Start with Twenty Buses
Enter "Luckybus-20" as a Park Name.



No Trees
Enter "Isla Sorna" as a Park Name.

ACTION REPLAY

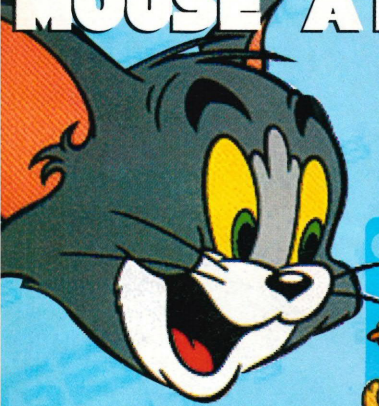
Must Be On [M]
126303A2E829CAC2
B149A13D73CE8EF3

397A7F811D058927
389D62717C00EC30
2E535F9E38CF0CE2
B5E1D96B8D61F38F

Max G
Start your game with the code on, save it and load the game without the code on.

GBX

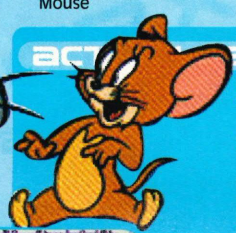
TOM AND JERRY IN MOUSE ATTACKS



Level 4
Duck Duck Cat/ Mouse Cat Mouse/ Duck Dog Dog



Level 5
Dog Dog Cat/ Mouse Dog Dog/ Duck Cat Mouse



Level Passwords
Level 2
Mouse Mouse Cat/ Mouse Cat Dog/ Duck Cat Mouse

Level 3
Cat Duck Cat/ Mouse Mouse Mouse/ Duck Dog Cat



ACTION REPLAY

Max Pickup
916339c0

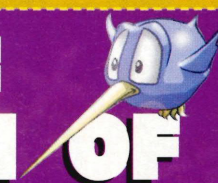
Infinite Lives
916348c0

Infinite Health
9105b1c1

Infinite Items
910930c0
910931c0
910932c0
910933c0

GBX

SPYRO: SEASON OF ICE



Level Select
When Start shows on the title screen, press ↑, ↑, ↓, ↓, ←, →, ↑, ↓, A.

Cool Weapons For Sparx
When Start shows on the title screen, press: →, ↑, →, ←, ↓, ↑, ←, ↓, A. You can now activate the following:

Invincibility Shield: ↑, + Select
Smart Bomb: →, + Select
Rapid Fire: ←,+ Select
Homing Bombs: ↓, + Select
All Keys: L + Select



ACTION REPLAY

Must Be On (M)
6761F8B0A5366146
21703185C0A6EA4B

Ant Farm Complete
6C34315CA247A61B
52FF468D9665D393

Autumn Fairy Home Complete
DEB02D9CB165046B
D5ED7EEC7CABCD3D
287E06586232DA2E

Infinite Health
7D3B1F6811118B49

Infinite Lives
A2D69805C8081253

Lava Prairie Complete
DC1CB7A0D36114FF
D18F8F1751D8B3C8
A8BFE8B7B85E03A8

Market Mesa Complete
F5B73AE40134DDA8
B4AD356EDBCCD6CD
3ECDBEBFB7A962A9

Max Fairies
CF22A1B8A7DAC26A

Max Gems
19F923CE699A31C5

Mermaid Coast Complete
62520AD7F963898A
2AD33D4010F24C2A
347FA3EC4A061540

Stone Age Speedway Complete
A18D9D50ECEF8EF0
B6FAC85D82FE267C
7EFBDB2F05C3F66B

GBX

INSPECTOR GADGET ADVANCE



Passwords

Statue Of Liberty: In The Statue	*7*MM14
Statue Of Liberty: The Flame Of Liberty	*3HMLI4
The Tower: The Tower Keeps Watch	R3*3M64
The Tower: The Lift	R7H3L64
The Tower: Higher Than Anything	*CH3L24
The Great Wall: At The Foot Of The Great Wall	*H*3M24
The Great Wall: On The Great Wall	R5*3MR4
Big Ben: The Palace	*3RM33P
Big Ben: The Top	RHRM37P
Egypt: The Valley Of The Kings	RC7M27P
Egypt: The Great Pyramid	*9R33XP



GBX

TONY HAWK'S PRO SKATER 2

Game Passwords
From the main menu, select Password Input. Enter one of the following codes. Once you have entered the code, you return to the game with the following cheat enabled.

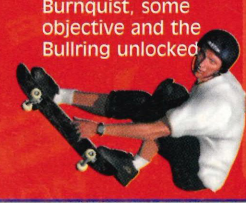
V!T!MBBBBBVV
$50,000 for Tony Hawk, no objectives completed.

B58LPTGBBBBV
All boards unlocked, all levels open and some objectives completed.

VTPMPSBBBBVV
All parks open and Falcon Board.

CZWWVWFMKCVB
Unlock Football and Shadow boards for Bob Burnquist with $2750.

CJFBV3KTKC2B
Unlock all three boards for Bob Burnquist, some objective and the Bullring unlocked.



ACTION REPLAY

Max Score
01637FC2
016380C2
016381C2

Stop Tmer
0163D2C6

Max Cash
01FF62C5
01FF63C5

Tony Hawk: All Courses Complete
01FF66C5
01FF67C5
01FF68C5
01FF69C5
01FF6AC5
01FF6BC5
01FF6CC5

Bob Burnquist: All Courses Complete
01FF71C5
01FF72C5
01FF73C5
01FF74C5
01FF75C5
01FF76C5
01FF77C5

Steve Caballero: All Courses Complete
01FF7CC5
01FF7DC5
01FF7EC5
01FF7FC5
01FF80C5
01FF81C5
01FF82C5

GBX

cut along the yellow line

ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.

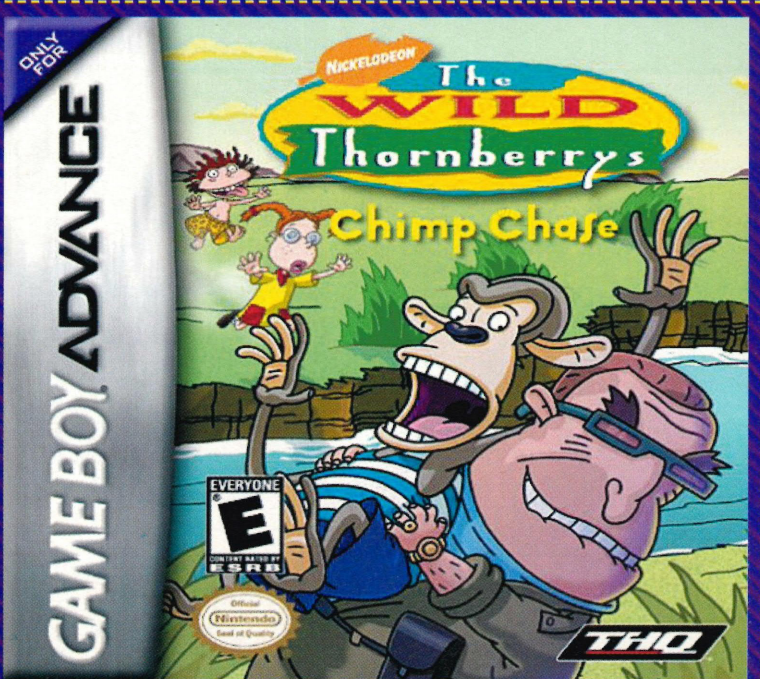
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GAME BOY CAMERA



Talking Printer
When you turn on your printer, press the feed button. The printer prints out a greeting that says "hello".

Beat Bosses Easily On Space Fever II
When you get to a boss on Space Fever II, stay in the middle and shoot as fast as you can. Most of the shots he shoots at you will not hit you because you block them with your own shots.

Dancing Mario
At the title screen, hold [UP] to make Mario dance faster, or hold [DOWN] to make him dance slower.

Earn Album B Pictures
Picture B18: Old-fashioned pic of Mario.
Get first on Run! Run! Run! and press A rapidly at the awards screen to raise the flag.
Picture B19: Picture of Luigi and Princess Peach.
Send 20 pictures to another Game Boy.

Picture B20: Picture of a Lion Head
Receive 20 pictures from another Game Boy.

Picture B22: A boy and a flying saucer toy
Print 30 pictures.

Picture B23: A man and a bear playing music.
Beat Space Fever II three times.

Picture B24: Little Wario
Beat Space Fever II a third time.

Picture B25: Japanese GB Camera art
Beat Space Fever II five times.

Picture B26: R.O.B, the Robotic Operating Buddy
Get 500 points on Ball.

Picture B27: Big Boo
Get 750 points on Ball.

Picture B28: Picture of Toad.
Get 1000 Points on Ball.

Picture B29: Old-fashioned pic of Donkey Kong and Mario
Get first on Run! Run! Run! and raise the flag.

Picture B30: Wing Cap Mario
Get first on Run!Run!Run! under 17:50 and raise the flag.

Earn Album C Pictures
To earn Album C pictures, all you have to do is beat Space Fever 2 with ten million points!

GBX

ALIENATORS EVOLUTION CONTINUES



Level Passwords
2 .....MDKMZKCC
3 .....BHSZSKTC
4 .....ZKTSHKMC
5 .....JLPFDKHB
6 .....HMDBRKCB
7 .....GLDKLKZB
8 .....GLPKLKRB
9 .....GLDJBKKF
10 .....GLPJBKFF
11 .....GLDKBKZF
12 .....GLPKBKRF
13 .....GLDJLKHD

ACTION REPLAY

Must Be On [M]
FA4B9C2301C9A944
80AC00C67948481A

Infinite Health
462603CC92CE677C

Infinite Grenades
5E04F96F49EB0E28

Infinite Rapid Fire
A567E053B2CFD4F9

Infinite Super Goo
809CA995F3F14CE9

Infinite RPG
B7720E62E1C3BB87

Infinite Goo
0E580545490553BF

Infinite Thrower
008EBB1AED9E054A

Have Red Passcard
5F81AEFD28469DD3

Have Green Passcard
3460287E105713DE

Have Blue Passcard
27B81B1ABC28F4D7

Have Yellow Passcard
FCA5F9D55AF5927C

GBX

WARIO LAND 4

Super-Hard Mode
Successfully complete the game on the Hard difficulty setting. Start a new game, and the Super-Hard difficulty setting can now been selected.

ACTION REPLAY

Must Be On [M]
896837559E08713E
89CA6F5A8265EEDB

Max Coins
C9B176C46013520E

Max Heart Gauge
216F61B1FCD26964

Infinite Health
30C141051A944668

Have Keybird
BC19A388E309382D

Have Piece 1
9A6E9691698E4202

Have Piece 2
6F9AFDAE5B193DD2

Have Piece 3
13616CB76A9C317C

Have Piece 4
3C6F137DB35D5D1C

Press GS Button For Max Medals
12FEBD4288D7E526
0F778C01E4FC244D

Always Puffy Wario
D8BED0D305F9F25A

Always Bat Wario
5529CF50650F2DEE

Always Flat Wario
B40B3F62FCB4DAD3

Always Bouncy Wario
5BDB0D19FFB9F9BE

Always Zombie Wario
F7BEAF58E45DC387

Always Snowman Wario
B7491590C4C93201

Always Flaming Wario
1B66F78B79B1ED65

Always Fat Wario
F0C00B246183E508

Always Frozen Wario
72871B620DE729C2

Have Disc 1
0189A365902A9E1A

Have Disc 2
74B05E74723D5FA7

Have Disc 3
DA9CC6E5EF66310A

Have Disc 4
A3F2C424AA193018

Have Disc 5
4F4388FF193275DF

Have Disc 6
E8974F41D503A347

Have Disc 7
6EFF18BB34599D72

Have Disc 8
AF0FBFE4E745795E

Have Disc 9
7157FDEF420C97DD

Have Disc 10
DB238B0FE1D55EE8

Have Disc 11
4EE43BF0F60E627A

Have Disc 12
8E21131AA38F04E5

Have Disc 13
3F8AE7AA20FB4693

Have Disc 14
313AC3FAEA0763C1

Have Disc 15
0F89015926BECC02

Have Disc 16
71D2FD8A0645AB94

GBX

RAMPAGE PUZZLE ATTACK

Level Passwords
Tokyo 1-1 .....GQGGHKGBHF
Tokyo 1-2 .....LLMLMPLQMT
Tokyo 1-3 .....GJJBHKGBHF
Tokyo 1-4 .....BDFGCFBGCK
Tokyo 1-5 .....GSBBHKGBHF
Delhi 2-1 .....LPRQMPLQMT
Delhi 2-2 .....QKNLRTQLRP
Delhi 2-3 .....BFKGCFBGCK
Delhi 2-4 .....QBGLRTQLRP
Delhi 2-5 .....LQCQMPLQMT
Helsinki 3-1 ...GLSBHKGBHF
Helsinki 3-2 ...BGPGCFBGCK
Helsinki 3-3 ...GBLBHKGBHF
Helsinki 3-4 ...LQHQMPLQMT
Helsinki 3-5 ...QLDLRTQLRP
Paris 4-1 .....BKTGCFBGCK
Paris 4-2 .....LMLRMPLQMT
Paris 4-3 .....GJHCHKGBHF
Paris 4-4 .....BDDHCFBGCK
Paris 4-5 .....GSKCHKGBHF
Hollywood 5-1 .LPQRMPLQMT
Hollywood 5-2 .QKMMRTQLRP
Hollywood 5-3 .BFJHCFBGCK
Hollywood 5-4 .QBPMRTQLRP
Hollywood 5-5 .LQBRMPLQMT
Washington D.C. 6-1 GLRCHKGBHF

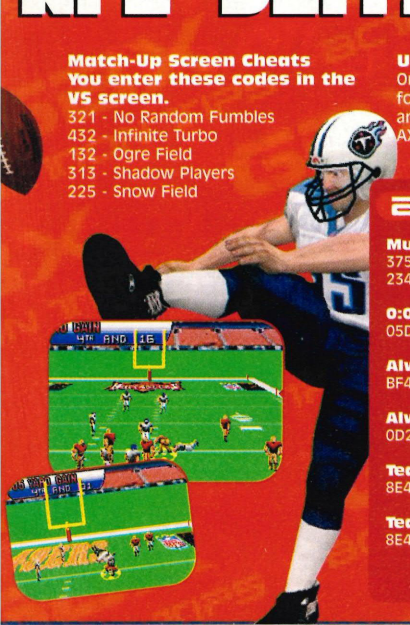


GBX

NFL BLITZ 20-02

Match-Up Screen Cheats
You enter these codes in the VS screen.
321 - No Random Fumbles
432 - Infinite Turbo
132 - Ogre Field
313 - Shadow Players
225 - Snow Field

Unlimited Turbo
Once you select teams, enter the following code to scroll the Blitz icons and unlock unlimited turbo: LX4, BX3, AX2, then R.



ACTION REPLAY

Must Be On [M]
375E7031D6482502
234F34E5DA604CAF

0:00 Left
05DC6B2B8CAC8F30

Always 1st Down
BF489B6F42989538

Always 4th Down
0D29FAD03ADEA1C0

Team 1 Inf. Turbo
8E4E896894F3E561

Team 1 Inf. Turbo
8E4E896894F3E561

Team 1 Scores 0
6C4B927385E235C4

Team 1 Scores 200
A91C3DD59D4038E2

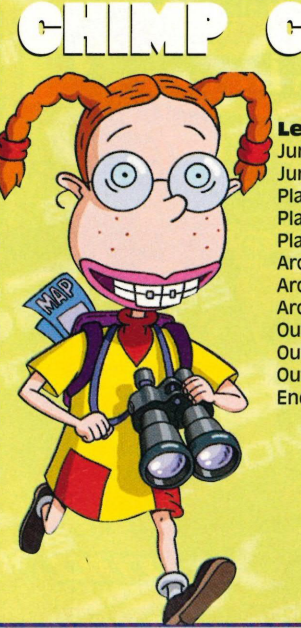
Team 2 Scores 0
742E6355D2AAE682

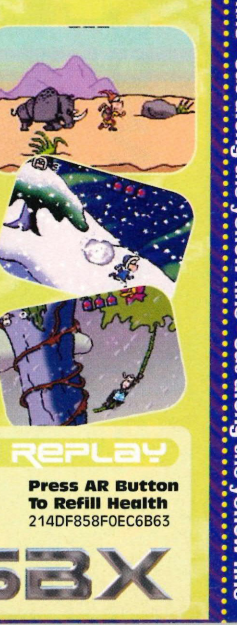
Team 2 Scores 200
8015DB75CE353B26

Press GS Button for Slow
7896079427667199

GBX

WILD THORNBERRYS CHIMP CHASE





Level Passwords
Jungle 2 .....4S7JXTJ3
Jungle 3 .....473H1SZD
Plains 1 .....B147T3B2
Plains 2 .....4DZZFB7F
Plains 3 .....Y5TSGWK2
Arctic 1 .....6GRHJ74W
Arctic 2 .....KF3W?6Jr
Arctic 3 .....MR8594NJ
Outback 1 .....8!YJCDH4
Outback 2 .....!!2VKJFS
Outback 3 .....NDC4SJ3S
End M661M8LB

ACTION REPLAY

Infinite Lives
50EBD3C97E78A946
2B88459151C7C2BC

Press AR Button To Refill Health
214DF858F0EC6B63

GBX

SOLUTIONS • TIPS • PLAYER'S GUIDES

XTREME solutions



ECKS SEVER

PART 2

Time to tackle the delectable Sever's missions...

If you read last month's issue, you know how to beat Jonathan Ecks' missions. But what about Sever? This month we take the rogue NSA operative's storyline to its bloodthirsty conclusion - and there's a twist in the tale...

MISSION 1

OBJECTIVE:
Locate the laptop.



1

■ Strafe around the first corner and blast the security guard in the room to the right. Moving forward, the next two security guards should also present few problems. You get a Pancor Jackhammer. Through the open doorway at the end of the corridor is two more guards, each carrying Jackhammer ammo. Keep moving down the passage, strafing around corners and blasting guards, until you get to the area with three guards and a set of steps down to the garage door. You might remember this room from playing Ecks' missions - as Ecks, you entered through the garage door and proceeded down the corridor.

2

■ Open the garage door. Enter the warehouse, hugging either the left or right wall - it doesn't matter which, but if you use the side paths rather than the middle one, you don't get caught with guards on either side of you. Needless to say, you strafe. Go through the next garage door. In this warehouse, you have to make your way through the middle, but it's no real problem as long as you pick off the guards as you go and don't just charge in. To the left of the door by which you entered is a grille - shoot it and enter for ammo.



3

■ The far doors in this room are locked - find the cardboard boxes that offer a staircase to a walkway and follow the corridor to the laptop room. Take out the FBI guys and it's yours.



MISSION 2

PASSWORD: Severe

OBJECTIVE:
Escape within three minutes.

1

■ Once again, in this mission, it's best to ignore enemies wherever possible. Don't run past foes in tight areas, though, or you might get caught in a crossfire as you run into another ahead.

2

■ Strafe down the alley, facing left. Shoot the guard, grab the ammo then duck under the half-open door. In the warehouse there are two enemies to the left, one to the right. Go through the far door and take out the FBIs, then shoot the barrels to get to the next part of the warehouse. Don't get caught in the blast. There are two FBIs here, and the door beyond the far door is locked. Use the lift in the top-right corner to rise to the walkways where you find a Colt M16A2. Now go through the doors - beyond a lift has opened. Use it.

3

■ The rest of the indoor section is fairly straightforward - run through the warehouses the only way you can, blasting anything that gets in your way and ignoring everything else. When you get outdoors, turn left and duck under the half-opened doorway to complete the level.







MISSION 3

PASSWORD: Survive

OBJECTIVES:

Locate Encrypted disk 1
Find Mills and kill him

1

■ As you go through the first door, there's a guard to your right, so strafe your way in. Continue to strafe around corners until you get to the large room. Keeping away from the window, take out the two guards and grab their grenades. You must now grenade Ecks from the window. Make sure you don't hang around in the window too long - Ecks is armed and dangerous. When strafing and ducking away from his shots, though, make sure you don't toss a grenade at a wall and blow yourself up. When Ecks is blasted, he runs for the tunnel.



2

■ Now it's time for you to move down the next corridor. Arm your pistol first, as there's



guards to shoot. When you get to the room blast the guards from the doorway, arm your grenade, strafe into the room facing left and toss a grenade at the FBI agent. Proceed down the corridors until you get to the next room. Strafe into this one facing back the way you came, and throw a grenade in



to take out the guard and the FBI dude. Throw grenades at Ecks again, using the same tactics as before.

3

■ When Ecks runs, you have a choice of doorways. The one on the right is a dead end, so use the one on the left, strafing around corners once more to the next room with a window to grenade Ecks. There's a health kit here (held by one of the guards, natch), and another on an FBI agent near the exit. In the next room is a guard with a Colt M16A1, as well as the last window through which to grenade Ecks - don't use the machine gun, that's for later. You've got to blast him four times now, so it ain't easy. When he makes a run for it, arm your M16 and charge at the FBI who's entered the room. There's another one through the door, and they both carry M16 ammo. Several FBIs later, you enter an open area. Here you see FBI assistant director Mills. Keep your gunsights on him - if you can keep pouring lead into him, he won't get to shoot back. When he falls, grab Encrypted Disk 1 and make for the half-open door to complete the mission.

MISSION 4

PASSWORD: Savant

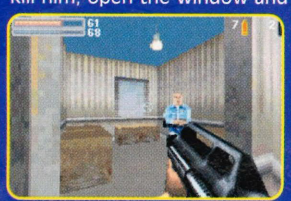
OBJECTIVES:
Ecks is in pursuit. Try to evade him.

1

■ Weird one, this. Whatever you do, Ecks will catch you in the end, but stay out of his weapons range.

3

■ Press on as fast as you can to the room with the guard in front of the venetian blind. Kill him, open the window and



pile through - there are two guards on the balcony, so be warned. Through the first window on the balcony is a dead-end room with a guard carrying a medi-pack - that's always worth knowing. Back on the balcony, turn the corner and go through the next window. To the right is a set of metal cupboards with a guard hiding behind them. Kill

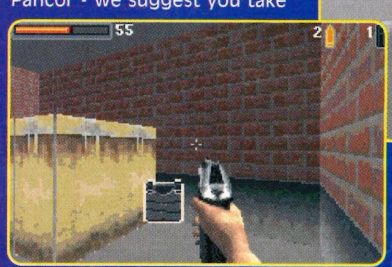


him - he's got an M16. Take it and run through the doorway - the FBI start making an appearance.

2

■ You start with Ecks right in front of you. Run past him (don't fight - you won't win) and make for the skips in the top-left corner, behind the security guard. Behind them is some body armour. When you have it, head for the open door ore-or-less opposite the skips and blast any guards that get in your way. One of the guards at the start (ie. Before you go through the doorway) has a Pancor - we suggest you take





a risk and go for it before moving on. As you're fighting in the open you can stay on the move, and any extra wounds you pick up are more than offset by the benefits of having a weapon that takes down guards with one shot. When you reach the corridors, by all means run past stray guards, but with Ecks behind you, it's best not to see your path blocked.

4

■ When you get to the outdoor area, kill the guard for a health kit, then blast your way through until you get back indoors again, where you meet an armoured SWAT guy. He has an Uzi for you, so make sure you topple him. Press on to the SWAT guarding the window, go through and make your way to the next window. Keep moving on, through the corridors and SWATs, and you reach an outdoor area. Make a mad dash for the exit.

5

■ This isn't an easy level, but if you make sure you get the Pancor at the start and move as quickly as possible after that, it's far from impossible. It's not the foes in front of you that are the main problem, it's the one behind you - don't let Ecks catch up!

MISSION 5

LOCATION: The Bar

PASSWORD: Suffer

OBJECTIVES:
Take out the SWAT teams.
Locate Encrypted Disk 2.



(1)

■ Remember the bar mission from Ecks' storyline? It's a real firefight, but if you switch your brain off and go in all guns blazing, you're likely to get pulverised. The mission starts much the same as Ecks' stage. Run at the bar, blasting the security guard (who's presumably helping himself to a double scotch) and then run behind the bar to retrieve his G11. Duck (hold both shoulder buttons) to avoid the



attentions of the SWATS. Crawl behind the bar and out again, then turn right to enter the storeroom containing a Pancor Jackhammer, armour and six grenades. Move back to the bar area and, using the wall as cover, leap out and throw a grenade among the SWATs near the counter. When they're done for, use the corridor behind the entrance to the storeroom to surprise the goons at the other end of the room. If you've played Ecks' mission or read the instructions for it in last month's mag, the room layout should be familiar to you.

(2)

■ When you've toppled every terror in the bar, go through the exit marked 'Live Show'. Kill the two SWATs in the room beyond - step through slowly and take them as they come. This way you're not fighting two at once. Go back to the entrance and blast the SWAT behind the boxes for a medi-kit. Re-enter the bar and follow the left wall until you get to the set of steps going up. Go up into the room and take out the two SWATs inside for armour and another medi-pack.



(3)

■ Now go to the passage at the back of the room to the snooker room. Go through into an open area, strafing the SWAT in the alcove to the left. A SWAT between the skips holds a health pack. Move to the half-open door, taking out the SWAT opposite as you go. There are SWATs behind the half-open door - a well placed grenade or two makes your job easier. When they're all dead, pop in an reap the rewards in health and ammo, then proceed through the window, taking out a couple more SWATs. You're back in the open area, so make your way to the passage where you shot the SWAT just before reaching the half-opened door. This ends in a grille - blast it and go through to reach the toilet area. Leave and you're back in the bar.



(4)

■ The bar has filled with SWATs. By now you should know this map very well, so make your knowledge work for you. Use corners for cover, and strafe. It cannot be stressed enough that you must keep as few of them in your line of vision as possible. If youo can see them, they can see you and it's much easier to pick them off one by one than expose yourself to a deadly crossfire. When you've cleared the gaffe, go back through the entrance marked 'Live Show' to see a newly-opened door. Go through and blast a SWAT for the second Encrypted Disk. After one more SWAT, the mission is yours.

MISSION 6

LOCATION: The Bar

PASSWORD: Sulpher

OBJECTIVES:
Locate Ecks and attempt to bring him down.

(1)

■ From the beginning, you're faced with a SWAT. Blast him while strafing, and take his Jackhammer. Do you get the impression he was only there to supply you with a weapon? When you have it, strafe left around the corner, fire, then immediately strafe right again. There are two SWATs here, and you just shot the first. Strafe again and get the second.







(2)

■ When the second guy falls, turn and face the right wall and strafe left to take out another SWAT. Before you advance into his area, take out the SWAT in the room behind the desk for armour. Now press on into the room with the divider walls. Keep your back to the right-hand wall and strafe to get the SWATs - you get a health pack and an Uzi. Now go through the door into the auditorium. Ecks is on the stage, and he ain't doing The Full Monty. He's got a rocket launcher, so stay on the move. It's best to move close to the stage and strafe right and left, blasting him as you pass. Remember, keeping moving is more important than lining up a shot. As long as you're moving, Ecks will miss you.

(3)

■ When he makes a run for it, leave by the door opposite the one you came in. After an open-air firefight with some SWATs hiding behind boxes, you see Mr Ecks again. This time, run straight at him with a rapid-firing weapon armed, and keep blasting him. He's kept too busy to respond. A few hits later he blows a doorway and escapes - don't get caught in the blast. He also drops a book of matches, which is a clue (what a cliché). Take it to complete the mission.

MISSION 7

LOCATION: Hotel

PASSWORD: Serve

OBJECTIVES:
Locate Encrypted Disk 3
Activate the lift switches,
Locate keys to the weapon storage lockups.



1

■ Remember the dark and dreary hotel stage from Ecks' saga? Well, this one's just the same, except it's now Sever who wished she ate more carrots. Once again, pause the game as soon as you start and beef the contrast up to '10'. Now take out the security guard in front of you with two clean shots. Another schmuck who was only there to give you his weapon, in this case a Pancor Jackhammer. There's another schmuck in the room beyond, and he carries ammo. Ignore the armour and the health pack - they're out of reach for now.

2

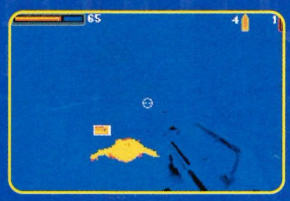
■ Go back to the room with the lifts, and use the stairs in the far-left corner. At the end of the corridor are two SWATs, one of whom carries a pair of infra-red goggles. Wear them and everything's bright blue, unless it's alive, in which case it's red. Also near the two SWATs are the first two lift switches, but look out for another foe in the corridor to the right.

3

■ When you've grabbed the goggles and flicked the switches, move down the corridor to your right as you face those switches. There are two SWATs just out of sight in an alcove to the left of this corridor, and a third to the right - move forwards clinging to the right wall and take out the left SWATs, then strafe right for the other one. You get ammo, a health pack and more goggles for your trouble. Look for the grating high on the wall on the right - you can see a guard through it. Blast him through the grating to save yourself a scrap later.

4

■ Go back to the room with the lifts and you see two are open. Go into the first (the one on the left, as you face the lifts). Ride the lift up, then turn to the left and strafe right out of it. Kill the SWAT. Get the cannon-fodder guard in the room on the left and press on into the next room, which contains a SWAT with goggles. Kill him, grab 'em and blast the grille in the shower. Enter the tunnel, and blast the grille at the other end to reach a balcony. Run off it and fall to an area with a dead guard and a live SWAT. This is the guard you shot through the grille earlier, and he's dropped a pass key. The way forward is through the grille in front of you (the one you shot the guard through), but don't miss the health pack in the alcove to the right.





5

■ You know where you are now - go back to the lifts and go into the third, which should be the only one open. Ride it up and move into the bedroom. Shoot the SWAT and exit through the window. The balcony extends right, and there's another SWAT there. Re-enter the hotel through the next window, and shoot the SWAT indoors. If you're lucky, you might get in without him noticing you - just walk right up to him and blow his brains out. Follow the corridor left until you blast another SWAT, then enter the showers behind him. Turn and face the door you entered by and strafe left, as there's a SWAT in the shower furthest into the room. He has the first door key. Grab all the goodies in the showers (people keep their guns and ammo in the strangest places), and then blast the grille in the shower nearest the door. Follow the tunnel. It exits right at the beginning of the level, where you saw (but could not reach) the health pack and armour. Get 'em, and go back through the room with the lifts and down the stairs to the left.

6

■ Remember the corridor just before the lift switches? Move down it and go into the left alcove. You can now open the steel door. Behind it is a basket-load of goodies and another steel door. Behind the second door is a switch which activates another lift and switches on the lights! Cool! Go back to the lifts. Ride the open one up, and blast the SWAT in the corridor. Make your way down it, blasting every swat you see through the open doors. When you've cleared them, go back to the lift and enter the first room you passed on your right - there's a grating hiding ammo and health. It ends in a room with two SWATs, holding minigun ammo and armour. Now go back to the end of the corridor opposite the lift, where the path leads right and left. It doesn't matter which way you go round as it forms a circle, with an open door at the far end opposite the corridor. Make your way here, making sure you killed all the SWATs in the circular corridor before proceeding through.

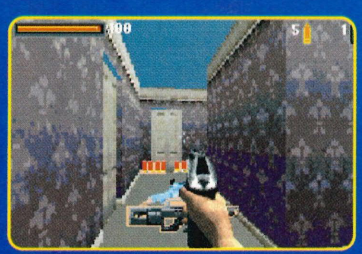


MISSION 8

LOCATION: Hotel

PASSWORD: Seethe

OBJECTIVES:
Activate the lift switches and escape.



1

■ The route you follow is everything here. From the start, when the corridor splits left and right, go left. Follow this corridor all the way to the end, then turn right - you face a guard. Shoot him for a Jackhammer and ammo. You're avalanched by SWATs as you were when you played as Ecks - circle them and strafe them. Go back the way you came, towards the lift. At the T-junction in the corridor and this time turn right, to a room with blue wallpaper. Take out the guard and grab his armour, then go back towards the place where you shot the guard with the Pancor, taking the long corridor left to the end. It ends with a doorway leading to a blue room on the right. Shoot the guards and grab their ammo, then press on, ignoring the pursuing SWATs. You need to conserve ammo on this level.

2

■ Go on to the next bedroom, out through the window, along the balcony and in through the next window for a guard with a health pack. Make your way out into the corridor and take the first right, down some stairs that end in an alcove with a lift switch. After activating it, turn to the right and strafe back into the corridor - there are SWATS. By strafing in and out, then creeping forwards and right you can take out most of them before they get a shot at you.



MISSION 9

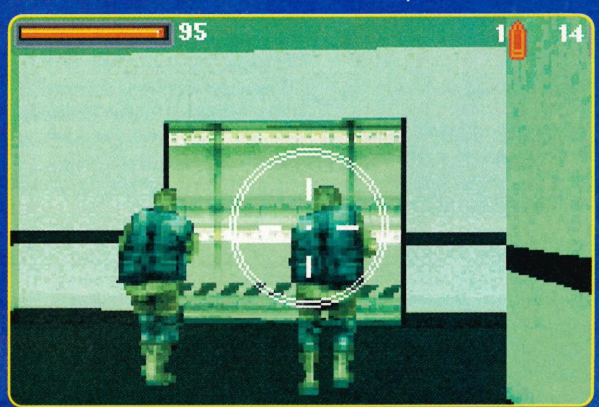
LOCATION: NSA HQ

PASSWORD: Several

OBJECTIVES:
Locate the bunker passkey.
Locate Encrypted Disk 4.

1

■ From the start, turn left and open the door. Shoot the guard and grab his Pancor Jackhammer and ammo, then shoot the grille in the first room. Crawl into the tunnel, and when the path splits, turn right. Shoot the guards from within the tunnel, then run in and grab the sniper rifle and other odds and ends. You can see two NSAs a long way away through a window - take 'em out with the sniper rifle. Clear the room through the door on the right of the big window for ammo and health, and the one on the left for armour, health and grenades. This left room is where the other branch of the tunnel led, incidentally.



2

■ When you've picked the side rooms clean, use one of their doors to get to the long corridor where you shot the two NSAs. The storage room through the small door on the right contains armour and Door Key 1, so don't miss it. At the end of the corridor, open the big door and shoot the NSA immediately beyond it - we recommend the G11 you just grabbed from his mate. The corridor ends in a large doorway to the right and a small one to the left. They lead to the same place, but the left route is more profitable. Go left.

3

■ Through the door is a small room and another door. Through this door is a storeroom containing loads of armour, ammo and health - and three NSAs. Leave the storeroom and you're into a small room with a guard holding armour. Leave this and you're in a big corridor. See the large steel door to your right? That's the one we ignored earlier. Moving down the corridor, the first door on the left and the second on the right contain NSAs holding G11 ammo and health. The other two doors hold collectibles, namely grenades and the totally-useless proximity mines.



We advise you not to even pick up the mines. They're terrible; all they do is make it that little bit more difficult to toggle through your weapons.

4

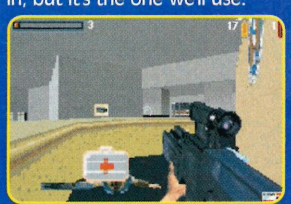
■ Continuing down the corridor, it zig-zags right and left, with a door in the corner. First follow the corridor and blast the two NSAs, then return to the corner door. Arm your grenades, open the door standing to its left, throw one in and retreat. Now do the same again facing right through the door. Now you've softened them up, finish them off and proceed to the last part of the corridor, another section with two doors right and two left. The doors furthest away hold NSAs with G11 ammo. Those closest hold goodies. First, though, walk past them all and deal with the NSA behind the desk in the alcove to the left, then deal with the rooms with NSAs in first. When you're done, go through the big door at the end of the corridor - it's a lift. Press the button to the right of it to open.





5

■ When the lift opens again, you're in the fight of your life - remember, strafe and move, blasting the NSAs and the guard. When you've felled your foes, Encrypted Disk 4 is behind the reception desk in the middle of the room (assuming that's where you killed the guard). Now move forwards down the stairs in front of the reception desk. Use the small door, shoot the guard and press the button. Back out the small door and through the now-open big door next to it you find armour and health. Back up the stairs, turn left and kill the NSAs who've got out of the lift. You get a door key. The second lift, right next to it, offers a health kit and a way up to another fight with an NSA. Kill him, and the guard by the desk to the right, then go through the small steel door to the lecture hall. It isn't the only way in, but it's the one we'll use.



6

■ Kill everyone in the lecture hall (not hard - they're mostly guards), pick up everything they drop and leave. Make for the door behind the lecture hall. It opens into a small roiom with another door and an NSA. Here is three doors and an NSA. Through the door on the left is an NSA and Door Key 3. Blast your way back into the main room - the middle door has opened and NSAs are pouring in. Grenades are useful here. Finally, go through the right door, clear it and go back to the lift and down to the reception area.

Behind the reception desk are two doors. Go through either, blasting NSAs, until you get to a room filled with computer monitors. Run through, avoiding the NSAs, until you get to the large door. This is the lift that takes you to the 'Mission Complete' message.

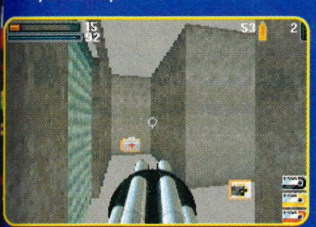
7

■ The next section is also circular. Go right, kill the SWAT in the bedroom, out through the window and kill the SWAT on the balcony for a minigun, in through the window and kill the SWATs for Door Key Three and then back to where you started - there's a newly-opened door opposite you. Or you can go the other way round, it really doesn't matter.



8

■ Enter the doorway and kill the SWAT. There's a health pack ahead, a steel door to the left and an alcove containing Encrypted Disk Three to the right. Collect 'em, then open the steel door for the switch which activates yet another lift. Go back to the room with the lifts, with your minigun at the ready. There's a load of SWATs here, but you don't have to kill 'em. Run out of the lift, turn left and run into the newly-opened one at the far end to complete the mission, blasting anything that gets in your way.



3

■ Move right and charge the SWAT in the next room, not firing until he starts to turn. Proceed until you reach the lifts. Run into the one straight ahead, and press 'B' before you get creamed. You haven't the ammo to take out all the SWATs here. As you leave the lift, you're faced with even more SWATs. RUUUUUUN towards them, weaving right and left, and jump off the roof area straight ahead. If you hesitate, you're dead, though it's amusing when the SWATs at the back blast their buddies to death when trying to hit you. So much for training! When you're off the roof, the exit's round the corner to the right. Use it.

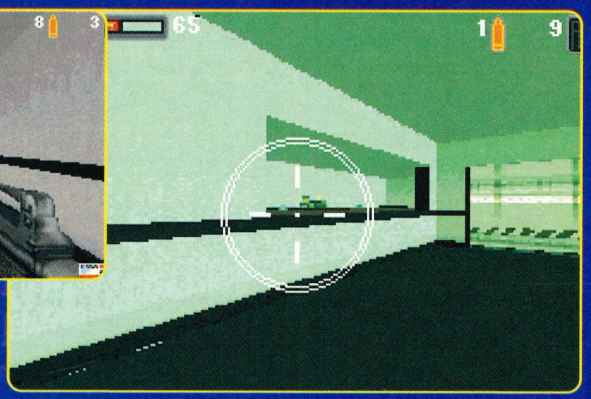
MISSION 10

LOCATION: Hotel

PASSWORD: Severance

OBJECTIVES:
Locate the mainframe terminal.
Confront Ecks for the last time.





① ■ Move forward and grab the sniper rifle and ammo. Free gifts! Behind the door there's two NSAs who don't move until you attack - take your time, and take out the first. The door will probably close before you get into a ruck with the second. Line up with his position before opening it again. When they're down, grab the various goodies inside and open the far door (the left and right ones don't open). Snipe the NSA and steal his M16 - don't move too far into the corridor or you attract the attentions of two NSAs lurking in alcoves at the end.



Loot the right and left doors then deal with the NSAs in the alcoves. You're now faced with three doors, but the ones to the right and straight ahead need Door Key 1. Go left.

② ■ Through this door is a window to your right, with NSAs looking on. Arm the sniper rifle, open the door and snipe the NSA in the distance. Now creep forwards, offering as littl eof yourself to the window as possible. Snipe every time you see an NSA in there. It's tricky, but with patience, it works. Take the door on the left at the end of the corridor and take out the NSA. Grab the ammo and the health kits round the corner, then enter the grille behind the health. It takes you to three sets of grenades, in the firing ranges you saw earlier. Go back to the store room and through the other door - another NSA waits. Round a short corner and through another door, you're in a room with three NSAs. Plenty of health here, and one of the goons holds Door Key 1. Through the other small door is Jackhammer ammo. Collect it and go back, then through the big doors - you're back in the corridor.

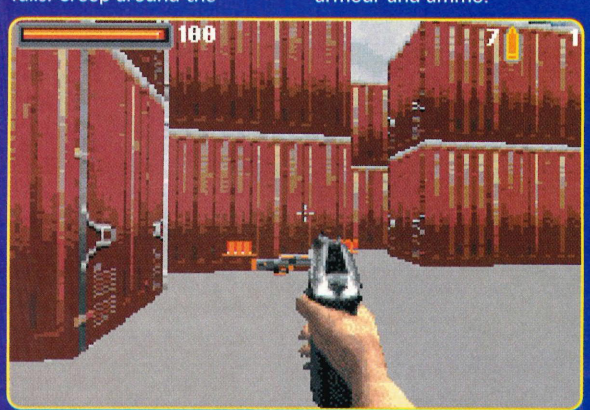
MISSION 11

LOCATION: Warehouse

PASSWORD: Savage

OBJECTIVES:
Locate Gant's hideout.

① ■ First things first. Charge forwards for the Jackhammer, then retreat immediately. There's an NSA to your left, and you don't want trouble before you've got your new weapon ready. Even with a Jackhammer, he's no pushover. Strafe and move, then collect his G11 when he falls. Creep around the containers, strafing and lurking, killing more NSAs. Before entering the next warehouse through the half-open door, go to the top-right corner of this section for an easy health pack, and an NSA hiding behind some yellow skips. Kill him and you've more health to grab, as well as armour and ammo.



② ■ Now duck under the half-open door, shooting underneath it to take out the NSAs standing behind. Strafe among the containers here. When you've got the attention of an NSA and he's firing back, it's a good idea to retreat and circle him, attacking from the other side and getting a few shots at his back once more. The exit for this part of the warehouse is in the far-right corner, behind the blue container. Before entering the next warehouse (there's a red container right in front of you), use the passageway leading left just in front of the door. It leads to a T-junction with health and armour among the skips at one end and the Sig sniper rifle and ammo at the other. Beware of the two NSAs in the area, though.



③ ■ The key to this warehouse is speed. On the left is a set of stairs leading to a walkway containing an NSA Elite. She fires grenades at you whenever she sees you, so don't hang around. Kill the NSAs on the warehouse floor, then charge the steps and blast the Elite with rapid G11 fire. Walk down the path behind her - when you see the bridge, there's an NSA in the distance. With any luck, he won't have reacted to you yet - pick him off with the Sig for an easy kill. Clear the warehouse (you know how) and find the short set of stairs leading to a walkway ending in a 'staircase' made of cardboard boxes. Follow it up and collect the goodies scattered along it. The exit is in the far-left corner, between blue and red containers. There's another alley between the warehouses, this time on your right. There are goodies behind the tree skips, defended by a single NSA. At the very back is a garbage chute. There's some serious goodies on this route, but also some hard fighting. It's up to you whether the risk is worth it. Go down the chute for grenades and a passage to the next warehouse. You emerge in a firefight, with several NSAs, and an Elite throwing grenades at you from a window. Take some of them out with the sniper rifle from within the chute if you can. If not, use the skips for cover and strafe. When they're dead, climb the stairs to the Elite's former position and use the grating tunnel to get to the warehouse.





(3)

■ Go back through the big door nearest the window where you sniped the NSAs. The door which is now to your left takes you into their room - nick their weapons and go through the small door in this room. It takes you to a store room filled with goodies and quite a few NSAs - fight well. Before going through the big doors leading out, explore the store room once more - did you get the grenades, armour and proximity mines? Did you find the grille? If you didn't, you haven't picked it clean. Through the grille, when the tunnel splits go straight on. Shoot the grille you eventually reach and throw a grenade into the room. When the two NSAs are dead, go in and collect the grenade launcher and Door Key 2 they drop.

(4)

■ Go through the door in this room and down the stairs - you pass the other grille, the one you crawled past earlier. Through the door at the foot of these stairs is two NSAs and a veritable arsenal of ammo and arms. Throw a grenade in to deal with the NSAs and pick the room clean. Now arm your grenade launcher or grenades and open the other door in the room, retreating and firing as soon as it opens. There's six goons in here, three nearby and three a long way down the corridor. Snipe the second set. Take the first door on your left, kill the NSAs and use the grille in the far corner. Follow it, gaining health and armour, until you get to the mainframe room and Ecks! Keep strafing and firing, pinning him down with rapid fire and getting out of the way before he can respond. He eventually falls, explaining what he knows about the conspiracy that's engulfed you both. Mission complete!

(4)

■ In this warehouse, cling to the walls and look inwards. Spot an NSA without him noticing you, and a cheesy sniper rifle kill is possible. When you've cleared it, you've a choice of two doors. The one near the steel garage-type door leads to the alleyway with the skips and the garbage chute - this is the way you entered the warehouse if you didn't use the chute. For the exit, go up the small set of stairs to the small walkway and follow it past the grating (the other entrance to the warehouse) and through the door to the bridge.

(5)

■ On the bridge there's a group of around four NSAs. There are two methods of dealing with them - grenades from a distance or an all-out charge using a rapid-fire weapon to stop them shooting you back. Through the doorway to the next room is another warehouse. Clear it and find the exit, a passageway hidden among the containers. Just cling to the walls as far as possible and you'll find it. Down here is n NSA Elite. Kill her if you wish, but if you charge for the half-open garage door behind her you complete the mission.



MISSION 12

LOCATION: Warehouse

PASSWORD: Sacrosanct

OBJECTIVES:

Waste the NSA agents and put an end to Gant!

(1)

■ This one's exactly the same as Ecks' final mission, so tackle it in exactly the same way. Your task is to topple the final baddie, Gant. He's in the centre on his own little platform. Around the edges of the room is your walkway, with lots of goodies scattered around. Unfortunately, there are also lots of baddies guarding them. In the left corner are security guards sitting on Health Kits, ammo and a Pancor Jackhammer. As you start with a pistol, this is your first port of call.



(2)

■ Elsewhere on the edges of the room, FBI agents guard Health Kits, ammo and a Colt M16A1. SWATs cover Health Kits, ammo and an Ingram and NSA operatives and elites cover just about everything else. Armour and health Kits litter the room. One major point, though - the goodies respawn, but the enemies also restock, specifically from doorways behind their position. You can't kill the critters once and expect an easy power-up later.

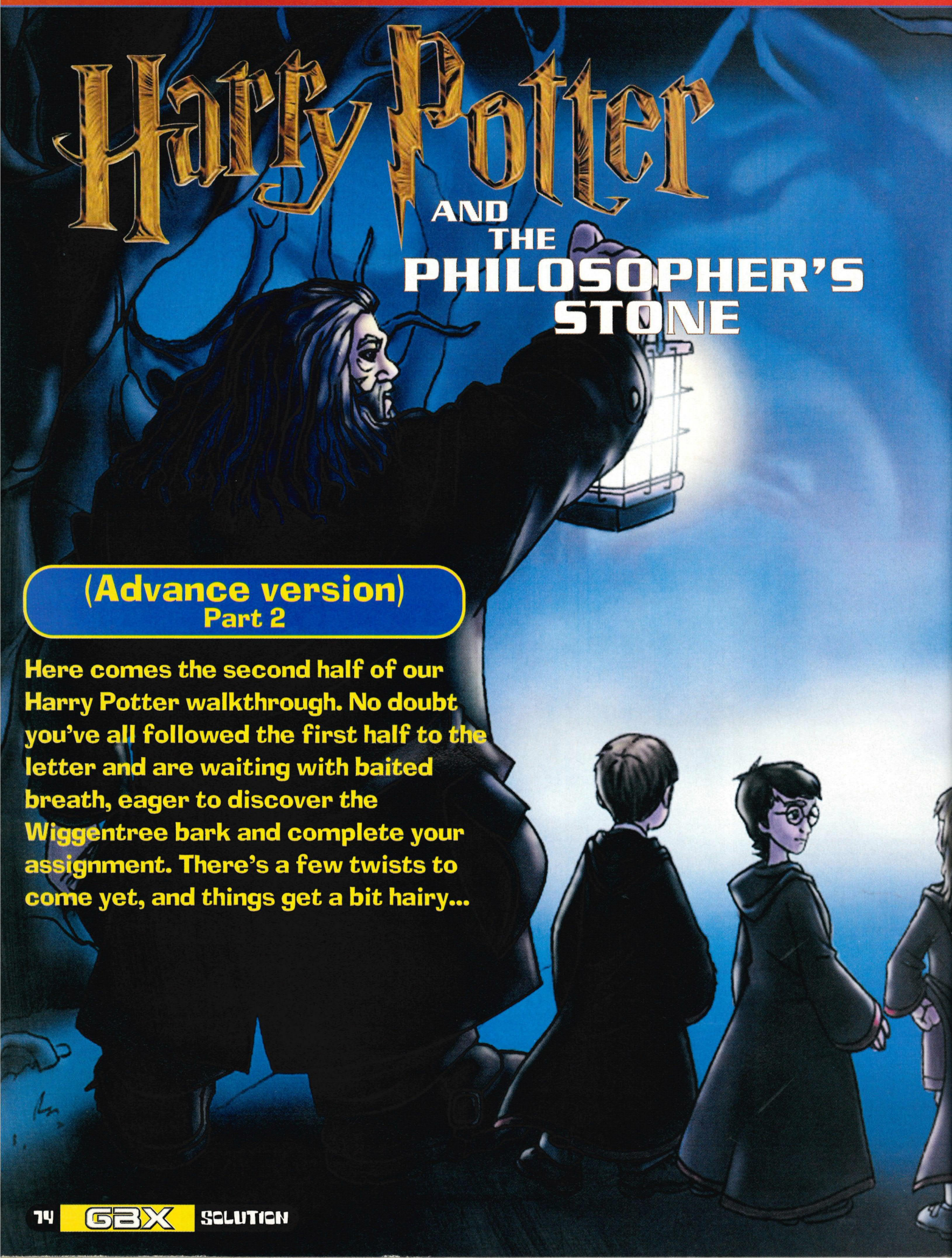


(3)

■ How you tackle Gant is up to you, but remember he's VERY hard to beat. Either take him out at a distance, or charge at him all guns blazing. The former is safer but slow - you might just get careless and make a mistake. The latter is satisfying, but very risky. The oil barrels on his platform are a useful target, but only if he's near the one you aim for - don't waste them.

When Gant eventually falls, the mission ends - you've beaten the game. Give yourself a pat on the back!





(Advance version)
Part 2

Here comes the second half of our Harry Potter walkthrough. No doubt you've all followed the first half to the letter and are waiting with baited breath, eager to discover the Wiggentree bark and complete your assignment. There's a few twists to come yet, and things get a bit hairy...

9 LUMOS CHALLENGE

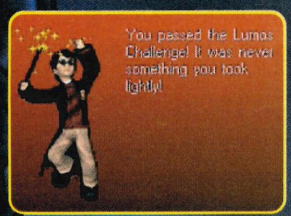
■ The Lumos challenge follows the same pattern as previous challenges. Use your new spell plus the ones you already have, to discover six Gold Stars. When things are dark, use Lumos to light your surroundings. When things need moving or breaking, use Flipendo, and to open doors, use Alohomora. For the first Star, head through the open door, move the gargoyle to open another door, go





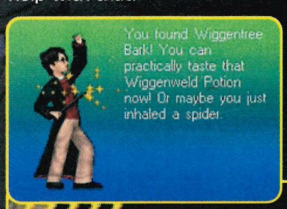
through it, kill the gnomes and take the Star. Leave the room and head right for the second. Move right and down, despatch another few gnomes, move the barrel and head left for your third. Exit the room, go up, grab the fourth star and then move down the ladder behind it. Careful in this room and use Lumos judiciously, before smashing the three pots to gain the fifth star. Travelling west takes you to another three pots wherein lies the last of your stars. If you've successfully despatched all the gnomes then you can leave by the door north of the last star's position, and climb the ladder, head left in this room and the challenge is complete!





10 FIND THE WIGGENTREE BARK IN SNAPES STOREROOM

■ Having made contact with Ron, you find the last ingredient is kept in Snape's storeroom in the dungeon. Head there immediately, and find Ron waiting there for you. He opens doors. The bark itself is not tricky to find. Stay out of the way of the prefects, search the shelves and you find one of them contains the bark. It soon becomes clear that whilst finding the bark is not tricky, escaping with it is. Luckily the bookcase in the storeroom contains a secret passage, so use it. Then you have to head back to the Common Room, and you're going to need some help with that.



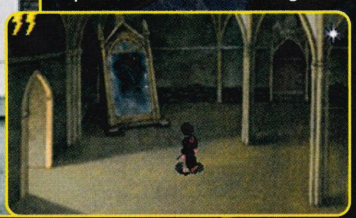




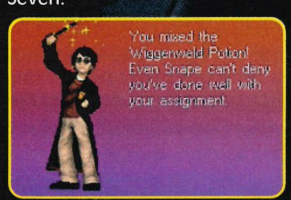
First, kill the gnomes then head down and right and hit the pressure plate. Head down again and wait for a snail to move onto the bridge. Flipendo the snail to use the bridge, then head over it and hit the right-hand pressure plate. Cross the bridge and activate the remaining plate, and so on until the bridge is done, then head back to activate another plate that has appeared. Press it and head down through an open door.



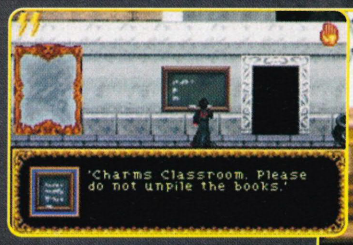
Move west across the bridges using the blocks and then shoot the gargoyle. Whilst he remains on the pressure plate a door is open, so dash back across the platforms and use it. Kill the gnomes in the next room, and move through the following room very quickly before too many holes appear. In the next room, avoid the snails and head right. Go up, left, then down past the Tentacular and hit the plate, then left through the door and hit another plate. Head back to the Tentacular, then right to activate the last plate. If you double back to the Tentacular again, you should find that the three plates have started a moving platform. Use this platform to exit the dungeons.



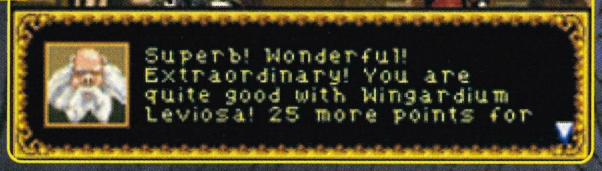
Unfortunately, you're still not back in the Common Room, and the bookcases are out of bounds, so you're going to have to take the standard way round. Floor Five is a problem, but you need to navigate it successfully to discover the Mirror of Erised. To achieve this use pressure plates and switches to keep activating the moving platforms until you reach a treasure chest containing a Chocolate Frog. Use Avifors on the object to the left of the chest and then dash back to the two bookcases at the beginning of the floor. You now see a secret door; go through it to discover the Mirror of Erised, before heading back to the Common Room on Floor Seven.



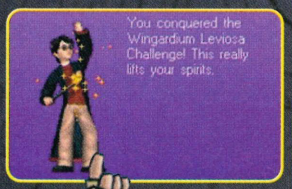
11 WINGARDIUM LEVIOSA CHALLENGE







■ This is another Gold Star challenge, and not too taxing. First use your new spell to move objects onto all the pressure plates in the room, and then head up where you find your first Star and a scroll. Activate the switch and head back on yourself where some statures appear. Move them onto the plates, and go south and east to find the second Star. The third Star is through the door and across the bridge; just keep flipping switches to make objects materialise, and then moving them onto the plates. After you fifth Star, head down the ladder for the sixth and you also find a chest containing a bag of jellybeans. Climb back up the ladder and this relatively easy challenge is out of the way.



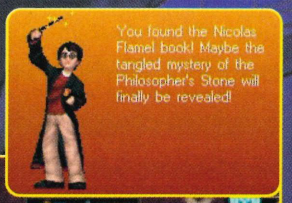




12 FIND THE BOOK

■ After a Quidditch match, you must team up with Hermione to find a book in the library, so it's off to Floor Two. Don't bother searching the shelves in the library as they hold no interesting prizes; just head up and left until you come to three statues. Move one onto the nearest pressure plate and get the other two out of the way before going through the door. Head right and upward until you come to a fork. Take the left-hand trail. Use Avifors to move the pile of books and keep going left up the passage until you come to a secret door, masked by a bookshelf. Continue through it until you reach a barrel. Go as far right as you can and you find the furthest-right shelf is another secret door. When you reach the next barrel, push it along before heading down and to the left. Cross the next bridge, and when you see a bookshelf with a ladder next to it, search it to find the required book. Retrace your steps along the upper path, across the bridge, to a previously locked door. This is now open...







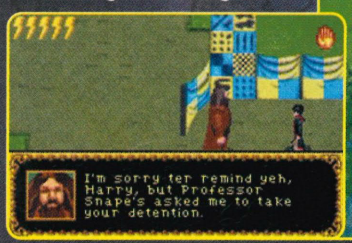
13 FIND THE UNICORN IN THE FORBIDDEN FOREST

■ Everyone knows unicorns don't exist, but it's your task to find one. Hagrid suggests following the blood trail, but it's not going to be quite that easy. Head up and left across the bridge, then up again through a bush. Deal with the gnomes and blast your way through the patch of thorn bushes. Navigate the mushroom patch until you meet the golden gnomes. Despatch them, and the Doxies before heading onto a platform to your left. Use Avifors to get it moving and cross it for a much-needed bag of Jellybeans. Head back across the platform and down past a pit and a Tentacular, through some thorn bushes, until you reach the blood trail. Follow the trail until you come to another part of the Forest. Soon you encounter a rather dead unicorn and some rather mysterious happenings. After this, use your save point before escaping the troll through the forest and meeting up with Ron and Hermione. Your next port of call is the Forbidden Corridor on Floor Three. Head along the corridor, making sure you don't get spiked and treat any gnomes you meet with extreme prejudice. Use Alohomora to make the mirror into a door. At the end of the narrow path, collect the frog and jellybean and move the golden statue onto a switch to open the next door. Pick your way over the moving platforms, past a very irritable tortoise, and through the mirror to a switch. Head left through the new door to be reunited with Ron and Hermione.

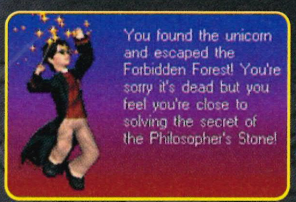










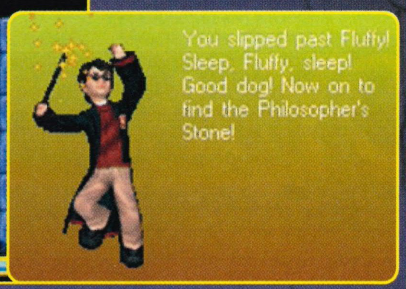


14 CHARMING FLUFFY

■ Time to deal with that nasty big dog now. Luckily, the flute you used on the Flobberworms works, but you may find it a laborious process. Before you go in, you may find the jellybeans hidden in the pots are a wise precaution. There's no easy way to do this; just don't get bitten and keep on playing until he's asleep. Go through the trapdoor.







15 THE DEVIL'S SNARE

■ This is a charming plant maze that thrives on the damp and dark. Only one thing to do then; torch it. Hitting a nearby fire with Flipendo ignites the Devil's Snare but it's still not easy. Head right to begin with until you reach a chasm, then cross it and press the plate. Head back across and right until you reach moving



bridges across a chasm. Cross this one too, grabbing the jellybeans and head down to activate the pressure plate before returning to the other side. Then move downwards across the Flipendo block and left through a long corridor. Use Alohomora to get through the mirror at the end and then Avifors to release the next plate. Out of the southernmost door, go left and up across a platform that is now moving, and cross the blocks over the pits and keep on going to reach the last plate. Travel southeast to a mirror and take out the final piece of Devil's Snare to find Ron and Hermione.







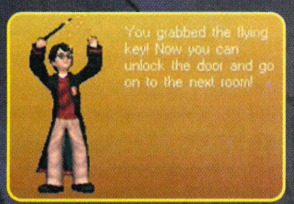


16 PUZZLES





■ Three small challenges follow. You must first catch a flying key, Quidditch style, so we hope you've been practising. Once this has been achieved, it's time for a game of Wizard Chess. To do this you must use Flipendo to make sure all the plates except one are held down by pieces. Once this is complete, Ron and Hermione rejoin to mix the final potion and move through the Black Fire, behind which lies the answer to all your questions.



17 VOLDEMORT



■ And if this isn't a poor ending, we don't know what is. As bosses go, this is not the trickiest. As Quirrell throws spells and curses at you, simply hide behind the pillars until they're all smashed. After two hits each, the floor disintegrates, and you find yourself in a room with the Mirror of Erised. This bit is slightly trickier, but use the mirror to deflect his spells back at him until he's destroyed for all eternity. Unlike the young Harry Potter, of course, who will go on to make his creator one of the richest women in the world. Now go and see the film...







ON THE SHELVES

Our monthly round-up of almost every game on the Game Boy scene...

GAME BOY ADVANCE

A

Advance Wars 91%
A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.

Alienators: Evolution Continues .79%
Nicely presented platform shooter with loads of weapons, but devastatingly unoriginal.

An American Tail: Fievel's Gold Rush 86%
Simple but enjoyable platformer that's ideal for the younger gamer.

Army Men Advance 73%
A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.

Army Men Operation Green .68%
Great graphics and high production values, but the control system lets it down.

B

BackTrack 82%
Limited in one-player, but in multiplayer mode it really comes into its own.

Batman Vengeance 85%
Old-school action game with great graphics and diverse game modes. Well worth a look.

Bomberman Tournament . . .92%
Superb return to 2D form for Bomberman. One of the greatest multiplayer games of all time, and a blast on the Advance.

Boxing Fever 84%
Own-eye perspective fight game that plays really well. Cartoony and humorous.

Breath of Fire 90%
Sizzling conversion of one of the best RPGs on the SNES. No longer cutting-edge, though.

C

Casper 80%
Ghostly save-'em-up in the Sleepwalker mould. Great fun, but incredibly tough at times.

Castlevania: Circle of the Moon 79%
As good as any Castlevania game, but fails to take the series forward.

ChuChu Rocket 91%
Fantastic multiplayer rodent-catching puzzler which works well on your own too.

Columns Crown 86%
The classic puzzler comes to the GBA and proves there's life in the series yet.

Creatures 78%
Tamagotchi-style life simulator with attitude. Clever, but not for everyone.

Cruis'n Velocity 57%
Mediocre street racer that's unique to the Advance, but lacks originality.

D

David Beckham Soccer 66%
The lad done good, like, but not, y'know, great. Still, erm, room for a top GBA footy game.

Denki Blocks! 92%
Astounding puzzler that emphasises brainpower rather than co-ordination. A true GBA classic and no mistake.

Dexter's Lab: Deesaster Strikes 89%
Pseudo-3D action puzzler. Faithful to the cartoon and great lastability.

Disney's Atlantis: The Lost Empire 48%
A great game engine, with gameplay as an afterthought. So workmanlike its jeans hang over its bum.

Driven 90%
Thrilling indy car-style game which follows the movie's plot far closer than you'd expect.

Donald Duck Adv@nce 80%
Colourful platformer for the younger gamer. Fun to play, but undemanding.

Doom 88%
A fine conversion of the PC hit, but overshadowed by the superior Ecks Vs Sever.

E

Earthworm Jim 70%
This whacked-out platformer from the SNES features some of the weirdest humour ever.

Ecks Vs Sever 95%
An amazing first-person blaster with stealth, action, sniping and more.

ESPN Final Round Golf 66%
Fun for a while, but needs to decide whether it wants to be a serious sim or an arcadey knock-around.

ESPN Great Outdoor Games Bass 2002.....35%
Fishing CAN work on a console, but this one's a real minnow. Very boring.

ESPN X-Games Skateboarding 66%
Bravely takes on the classic Tony Hawk's, but loses. Woeful Park Mode doesn't help.

ET The Extra Terrestrial.....53%
Boring arcade adventure that will only appeal to very young fans of the film.

European Super League 30%
The Advance's woeful footy legacy continues with this terrible effort. Third Division.

F

F-14 Tomcat 82%
A flight sim on the GBA? Yes it is, and a good one too. Great link-up dogfighting mode adds to the longevity.

F-Zero: Maximum Velocity.....93%
Brilliant racing action, brought to life with superb opponent AI.

Final Fight One.....69%
This scrolling beat-'em-up is looking dated. Walk up to a baddie and belt him until he falls.

Fire Pro Wrestling.....82%
In its own right this is a very good wrestling sim, but it's let down by stealing too many ideas.

Flintstones: Big Trouble in Bedrock 54%
By-the-numbers platformer that's too hard for the younger gamer.

Fortress.....62%
A brave but misguided attempt to update the classic Tetris gameplay. Fun at first, but too repetitive.

Frogger's Adventures: Temple of the Frog 74%
Useful update of the old Atari game. Preserves feel and atmosphere of the original.

G

Golden Sun 94%
One of the greatest 2D role-players ever. Sizzling storyline and incredible special effects.

Gradius Advance 92%
The ever-popular Gradius series debuts on the GBA with this all-original blaster.

GT Advance 66%
A game of two halves. Brilliant depth and sense of progress, average racing.

GT Championship.....82%
An into-the-screen racer that shows what the GBA can do, but it's not the classic driver we're all waiting for.

H

Harry Potter and the Philosopher's Stone 90%
Superb arcade adventure which perfectly captures the spirit of Hogwarts' finest.

High Heat Major League Baseball 2002 . . . . . 87%
Fluid animation and a great learning curve make this one a surprise hit.

Hot Potato! 83%
Scrolling puzzler where you match coloured potatoes to make them disappear. Works really well too.

Hot Wheels Burnin' Rubber ...8%
Woeful graphics, lousy driving model, stupid opponent AI - need we go on? A disaster.

I

Inspector Gadget 84%
A worthy cartoon platformer with lots of character and features. Good graphics too.

Iridion 3D 37%
As a programmer's demo it shows what the Advance can do, but they forgot to put the game in.

International Karate Advanced 87%
Beat-'em-up where three characters fight at once. Pity only one can be human...

International Superstar Soccer 55%
A very disappointing footie sim. Its clumsy controls never feel quite right.

J

Jackie Chan Adventures 72%
Scrolling fighter that's well put together but hardly original. Based on the cartoon.

Jurassic Park III: Dino Attack.75%
Interesting isometric arcade adventure, but nothing Earth-shattering.

Jurassic Park III: DNA Factor 38%
Absolutely useless run-along with appaling graphics and animation, and gameplay that's extinct.

Jurassic Park III: Park Builder76%
Great strategy game in the Theme Park mould, but flaws like lack of scenario modes let it down.

K

Kao the Kangaroo 79%
A competent and well produced platformer, but it won't worry Mario or Wario.

Klonoa: Empire of Dreams 82%
Puzzle-orientated platformer with incredible level design. It's huge too.

Konami Krazy Racers 81%
This Mario Kart rip-off works well, but you need more than one copy to multiplay.

Kuru Kuru Kururin.....91%
Terrifyingly tricky, but tantalisingly taxing, this pristine puzzler's a peach.



L

Lady Sia.....88%
Cartoon platformer – nothing original, but executed with panache and flair. Great graphics and level design.

Land Before Time, The 72%
Above average cartoon-style platformer. Fun, but hardly Mario.

LEGO Bionicle.....68%
LEGO's Jack-of-trades approach means Bionicle is a master of none, but it's fun in its own right.

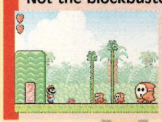
Lego Island 2: Brickster's Revenge 70%
Kiddie RPG that's fun at first, but quickly becomes monotonous.

LEGO Racers 2.....79%
The game's RPG elements (yes, RPG elements) let it down. Mario Kart Super Circuit is still king.

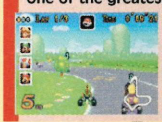
M

M&Ms Fun Blast 61%
Mediocre platform game with little wrong with it, but not much to commend it either.

Mario Advance 90%
Not the blockbuster we hoped for, but still a great game in its own right.



Mario Kart Super Circuit 93%
One of the greatest racers ever explodes onto the Advance. Mixes the best elements from Mario Kart on the SNES and on the N64.



Mech Platoon.....81%
The Advance's first real-time strategy game is polished, but imperfect. Very challenging.

MegaMan Battle Network ..89%
Looks great and plays really well. This action RPG is a return to form for MegaMan.

Men in Black: The Series ...38%
Awkward, tedious, insipid, dated - this platform blaster's a complete waste of money.

Midnight Club Street Racing .65%
Top-down racer that moves to fast to let you anticipate the bends. Very poor effort.

Midway's Greatest Arcade Hits 40%
Defender, Joust, Robotron 2084, Sinistar. Four old classics isn't enough for £35.

Monsters, Inc 42%
It looks the part, but this is a very dull action adventure. The Color version is better...

Mortal Kombat Advance ...82%
Top-quality title with unique gameplay. Includes blood and fatalities.

Mr Driller 2 .....58%
Fatally flawed coin-op conversion. Not enough here to justify the asking price.

MX 2002 .....63%
The sound reminds you of vacuum cleaners, the tracks all look the same and the racing second rate.

N

Namco Museum 50%
Retro compilations look good on paper, but who plays them for more than five minutes?

No Rules Get Phat 42%
Quite an interesting concept (skateboarding platform blasting), but weak controls choke it.

O

P

Pac-Man Collection 69%
Four Pac-Man games on one cart. Historical notes would've been nice.

Phalanx 83%
Side-scrolling blaster from the old school. Only action junkies need apply.

Pinobee: Wings of Adventure 56%
A mediocre platformer that tries, and fails, to be another Rayman.

Pitfall: The Mayan Adventure 72%
Great graphics and animation, but ultimately this platformer is merely better than average.

Planet Monsters 79%
A surprise hit in the office. Simple Pengo-inspired action, but great fun to play.

Planet of the Apes 18%
Over-ambitious character animation and bland level design destroy this ugly platformer.

Power Rangers: Time Force .63%
Great graphics and animation, but only average gameplay. Too easy to boot.

Powerpuff Girls: Mojo Jojo-a-Gogo 46%
Not the greatest side-scrolling blaster, despite being faithful to the cartoon. Awkward and bland.

Prehistorik Man 56%
No one minds really great SNES coming to the Advance, but why port this mediocre platformer?

Puyo Pop 92%
GBA version of Mega Drive classic, Mean Bean Machine. A fantastic puzzler.



Q

R

Rampage Puzzle Attack 80%
A fun puzzler which has nothing to do with the Rampage series whatsoever.

Rayman Advance.....94%
This is the best launch title on the Advance. A superb conversion of the PlayStation hit.



Razor Freestyle Scooter 55%
Cartoony Tony Hawk's clone which doesn't really cut the mustard.

Ready 2 Rumble Boxing: Round 2 .....23%
The Advance's lowest blow. Fist speed is stupidly slow and the perspective's awful.

Robot Wars Advanced Destruction 25%
Woefully unplayable disaster you can complete in ten minutes flat. Don't buy it.

Rocket Power: The Dream Scheme 72%
Solid if unoriginal platformer. Nothing outstanding, but perfectly playable.

Rugrats: Castle Capers.....51%
A very ordinary platformer. It's not a bad game, but it's very middle-of-the-road.

S

Scooby Doo and the Cyber Chase 64%
Not so much bad as terminally mediocre. There are much better action adventures out there.

Sean Palmer's Pro Boarder ...81%
Not just a Hawk's clone; there's plenty here that's original. Good race mode.

Snood 59%
Fun to play, but there's very little to it. Not worth buying, unless you find it cheap.

Sonic Advance.....93%
Another gaming icon storms the Advance. It's all-new, but little different from the Mega Drive marvels.



Spider-Man: Mysterio's Menace 87%
What it lacks in originality, it makes up for in style.

Spongebob Squarepants: Supersponge 83%
Cartoon-style platformer for the younger gamer. Fun, but lacking in variety.

Spyro: Season of Ice 78%
A strong pseudo-3D platformer let down by some silly flaws.

Star Wars: Jedi Power Battles 87%
Well presented and bags to see. Superb scrolling fighter with ace animation.

Steven Gerrard's Total Soccer 2002 .....55%
Could've been a great old-style soccer sim, but let down by a stupid bug.

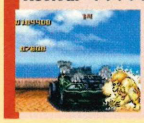
Super Bust-a-Move 81%
Classic Bust-a-Move action, no more, no less. It's gagging for a four-player mode, though.

Super Dodge Ball Advance ..79%
The NES version was a cult classic, and while this doesn't quite live up to it, it's not a bad ball-flinger.

Super Mario Advance 2: Super Mario World 95%
Quite simply the greatest 2D platformer ever. So what if it's a SNES port? It's an all-time classic!



Super Street Fighter II Turbo Revival 90%
The ultimate version of Street Fighter II. Spectacular conversion of the fighting game that made beat-'em-up history.



T

Tang Tang 42%
Woeful puzzler with a control system that makes very little sense. Very weak effort.

Tetris Worlds 70%
What's there's good, but with no battery back-up and no four-player action, it's not enough.

Thunderbirds International Rescue73%
Interesting mix of old-style genres, but it's definitely nothing special.

Tiny Toons Wacky Stackers ...75%
Solid and playable puzzler that will entertain, but not set the world alight.

Tom & Jerry: The Magic Ring 59%
Plays reasonably well, but very samey after a while.

Tony Hawk's Pro Skater 2 ..93%
Stunning visuals, precision controls, variety – it's got the lot! A real classic, and one of the best launch titles.



Tweety and the Magic Gems..46%
Sub-games variable in quality, and boardgame theme bores.

U

V

W

Wario Land 4 .....96%
Check the score. Fantastic platformer set in Mario's world. Exclusive to the Advance!



WWF: The Road to WrestleMania 52%
Mediocre bone-bender with average graphics and not much wrasslin' action.

X

X-Men: Reign of Apocalypse 30%
Disastrous scrolling fighter you can complete on your first attempt. Stick to the comics.

Y

Z



GAME BOY COLOR

PLATFORM GAMES TOP 10

1 Super Mario Bros DX — 96%



The greatest platformer ever to hit the Game Boy Color. Bar none.

2 Donkey Kong Country — 96%



Amazing conversion of the SNES classic.

3 Wario Land III — 94%



Sizzling platformer starring Mario's evil alter-ego.

4 Rayman — 91%



This colourful and cute offering looks as good as it plays. Which is very good.

5 Disney's Aladdin — 91%



Fab Mega Drive conversion which proves Disney can design games after all.

6 Bubble Bobble Classic — 90%

Riveting retro action with Bub and Bob. Classic stuff!

7 Disney's Tarzan — 90%

For once, Disney's visuals are matched by the gameplay.

8 Prince of Persia — 90%

Log in the tooth, but still a looker. Great fun.

9 Jungle Book: Mowgli's Wild Adventure — 90%

Beautiful graphics and animation meet top gameplay.

10 Wario Land II — 90%

Graphics not up to Disney's standard, but game's great.

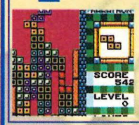
PUZZLE GAMES TOP 10

1 Denki Blocks! — 90%



Cerebral smasher everybody should own.

2 Tetris DX — 89%



Fantastic gameplay, but ropy graphics.

3 Pop N' Pop — 89%



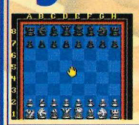
Looks and plays great, but Adventure Mode missing.

4 Klax — 89%



Pristine puzzler from the old school. Match those tiles.

5 Chessmaster, The — 89%



Great sim, but lack of modes lets it down.

6 Hello Kitty's Cube Frenzy — 88%

Weak visuals, but packed with great gameplay.

7 Pokémon Puzzle Challenge — 87%

Nothing to do with Pokémon, but plays great.

8 LEGO Alpha Team — 82%

Interesting action puzzler based on LEGO characters.

9 Dizzy's Candy Quest — 82%

Task-based puzzle opus that plays really well.

10 Shanghi Pocket — 80%

Fun and relaxing, but hard to see the tiles.

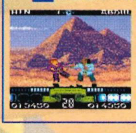
BEAT-'EM-UPS TOP 10

1 Batman OTF: Return of the Joker — 90%



Sizzling scrolling fighter. Easy but fun.

2 International Karate 2000 — 89%



Classic martial arts mayhem with heaps of humour..

3 Knockout Kings — 89%



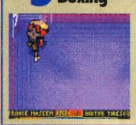
The Game Boy's champion boxing sim.

4 WWF Attitude — 86%



The best wrestler on the GB, but room for improvement.

5 Prince Naseem Boxing — 85%



Heavy hitter starring The Prince.

6 Street Fighter Alpha — 80%

Classic beat-'em-up thrills on the Color.

7 Power Quest — 80%

Fun game, but get *IK 2000* first.

8 Karate Joe — 80%

Retro rave still thrills - classy!

9 WWF Wrestlemania 2000 — 79%

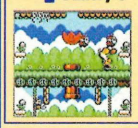
Bone-bending bonanza with the guys from the WWF.

10 WCW Mayhem — 76%

A fair grappler, but in no way definitive.

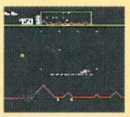
COMPILATIONS TOP 10

1 Game and Watch Gallery 3 — 90%



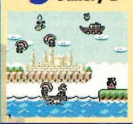
LCD marvels with improved graphics.

2 Joust/Defender — 86%



Twin pack featuring two classic coin-ops.

3 Game and Watch Gallery 2 — 86%



More LCD marvels with improved graphics.

4 Konami Classics Vol. 2 — 80%



Parodius, Block Game, Track & Field, Frogger.

5 Déjà Vu I & II — 80%



Two NES detective graphic adventures.

6 Konami Classics Vol. 3 — 75%

Pop n' Twinbee, Bikers, Mystical Ninja, Guttang Gottang.

7 Konami Classics Vol. 1 — 73%

Castlevania, Gradius, Probotector, Konami Racing.

8 Konami Classics Vol. 4 — 70%

Gradius II, Castlevania II, Artic Adventure, Yie Ar Kung Fu.

9 Moon Patrol/Spy Hunter — 70%

Retro drivers. Good, uncomplicated fun.

10 Battlezone/ Breakout — 70%

Long in the tooth, but still ace.

UP TO THE MINUTE!

LAST ISSUE'S GAME BOY COLOR GAMES RATED...

ET the Extra Terrestrial: Digital Planner — 56%



Stores information like addresses and notes. Not as good as World Port.

ET the Extra Terrestrial: Escape from Planet Earth — 80%



Puzzles galore in this straightforward arcade adventure. Will appeal to the thoughtful.

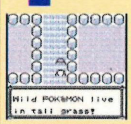
RPGs

1 Zelda: Link's Awakening DX — 98%



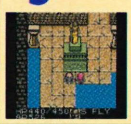
Is this the greatest GBC game ever?

2 Pokémon Yellow — 96%



Gotta catch 'em all! Special version of *Blue/Red*.

3 Daikatana — 93%



Real-time RPG in the *Zelda* mould.

4 Zelda: Oracle of Seasons/Ages — 91%



Two games which link together. Fantastic!

5 Harvest Moon 2 — 91%



RPG based on farming? Surprisingly good.

6 Pokémon Red/Blue — 91%

The games that started the craze.

7 Dragon Warrior Monsters — 91%

Pokémon-style RPG which drops the cute angle.

8 Pokémon Gold/Silver — 90%

Makes advances over *Red/Blue*, but still very similar.

9 Harry Potter and the Philosopher's Stone — 90%

Average graphics mask what is essentially a great RPG. For Harry fans and others alike.

10 Revelations: The Demon Slayer — 90%

One of the GBC's best pure role-players.

Driving Games

1 TOCA — 96%



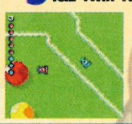
Solid GT-class driver – tough but fair.

2 Micro Machines V3 — 93%



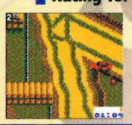
Spectacular racer featuring tiny vehicles.

3 Micro Machines 1&2 Twin Turbo — 90%



Race mini motors over desks, dinner tables and more.

4 Dukes of Hazzard: Racing for Home — 90%



Really cool mission-based action driver.

5 F1 Championship Season 2000 — 89%



The best (and only decent) F1 sim on the Color.

6 Wacky Races — 89%

One of the few into-the screen racers that really works.

7 Driver — 88%

Top-down getaway game. You play a cop.

8 Top Gear Rally 2 — 87%

Fast, slick, action-packed – a great driver.

9 Star Wars Ep 1: Racer — 86%

Ultra-fast racing and a well balanced learning curve.

10 Jeremy McGrath Supercross 2000 — 85%

Lousy colour scheme, but a great racer.

Sports Sims

1 Mario Golf — 96%



Puts the fun back into golf. Links with the N64 game.

2 Mario Tennis — 94%



Tennis with character development and N64 compatibility.

3 Road Champs — 93%



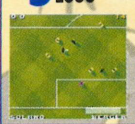
BMX stunt outing with great controls.

4 Dave Mirra Freestyle BMX — 93%



Looks good, plays well, feels right – stunt perfection!

5 O'Leary Manager 2000 — 92%



Arcade and management elements perfectly fused.

6 Carl Lewis Athletics — 91%

The ultimate multi-event athletics game.

7 Pocket Soccer — 90%

American-style five-a-side soccer sim.

8 David O'Leary Total Soccer — 88%

Great footie game licensed from Leeds manager.

9 Pro Pool — 85%

Top baize-basher with good ball physics.

10 Zidane Football Generations — 78%

Good overall, but stupid flaws hold it back.

Shoot-'em-ups

1 Cannon Fodder — 97%



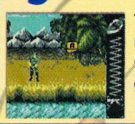
Fabulous strategy shooter from the Amiga. Fantastic!

2 R-Type DX — 97%



An excellent package featuring several *R-Type* games.

3 Perfect Dark — 93%



Tricky, but rewarding. A sumptuous game.

4 Worms Armageddon — 91%



Hilarious turn-based combat using guns, bombs and sheep.

5 1942 — 85%



Classy coin-op conversion oozes charm and appeal.

6 Top Gun — 83%

Desert Strike-inspired plane blaster. Not easy!

7 Dropzone — 83%

Retro rave from the grave. Fast and furious.

8 Army Men 2 — 82%

The plastic solders' best effort on the GBC.

9 Space Invasion — 80%

The best interpretation of Space Invaders on the Color.

10 Asteroids — 80%

Classic retro thriller brought right up to date.

Action Games

1 Tomb Raider — 97%



Lara's just as loveable on the small screen.

2 Metal Gear Solid — 95%



Stealth combat loses nothing on the Color.

3 Resident Evil Gaiden — 92%



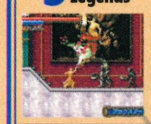
Blood-thirsty adventure. Huge, exciting, unmissable...

4 Tomb Raider: Curse of the Sword — 90%



Game Boy-exclusive storyline in this great game.

5 Castlevania Legends — 88%



You can't go far wrong with *Castlevania*...

6 Winnie the Pooh: ...100 Acre Woods — 85%

It's for the kids, but fun nonetheless.

7 Chicken Run — 83%

Feather Gear Solid? Make that stealthy escape...

8 Alone in the Dark: TNN — 81%

Some of the best graphics ever, and perplexing puzzles.

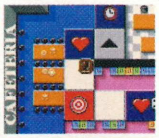
9 Mission: Impossible — 80%

Great game, but visuals only workmanlike.

10 Power Rangers: Time Force — 80%

A bit of everything. There are better games, but this one holds its own just fine.

Mary-Kate and Ashley: Crush Course — 33%



Don't buy it. 'Nuff said.

Monsters, Inc — 78%



Weak graphics, but the gameplay's there, unlike the Advance version.

Planet of the Apes — 46%



Better than the GBA version, but still pretty bad. Tries too hard, and fails.

Rayman 2 Forever — 64%



Not an all-time classic, but definitely worth a look.

FALL OUT!

Forthcoming thrills in next month's GBX...

ISSUE 11 ON SALE: 3rd April, 2002

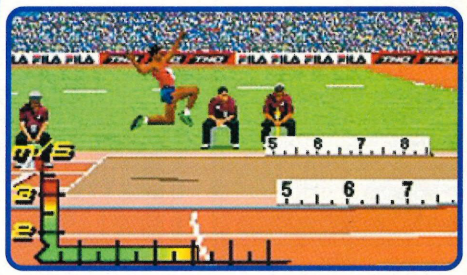
GAMECUBE ARRIVES!

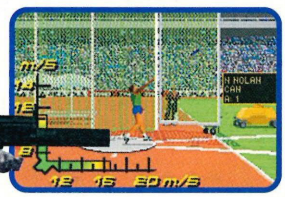
It's coming to the UK on the 3rd of May, and we've more exciting news on some great GameCube games. Find out all about them next issue...

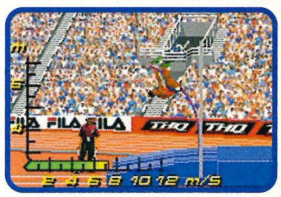


FILA DECATHLON

Can the GBA's first multi-event sports sim make the medals table, or will it be a false start? Next month's mag will have the answer...

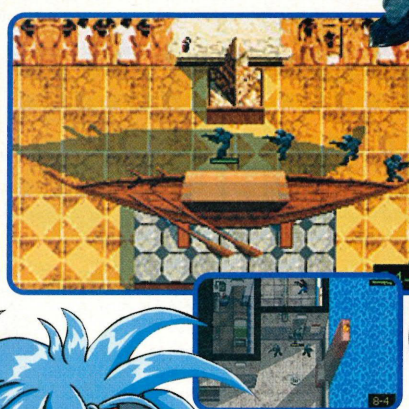






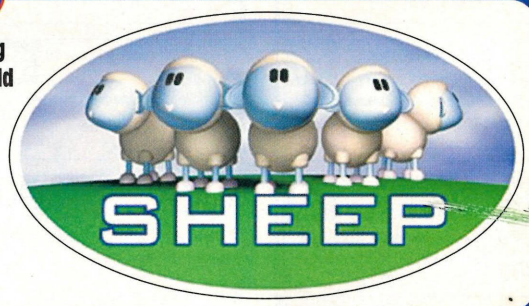
RAINBOW SIX: ROGUE SPEAR

The Tony Hawk's saga spawned a wealth of extreme sports sims, but some were better than others. Does Jonny Mosely's outing take first place? Find out next month...



SHEEP!

This genre-defying herd-'em-up could be ideal for the Advance. We give it the mint sauce treatment next issue...



PLUS...

Worms World Party, Gun Vehicle, Magical Vacation, Sabre Wulf, Eggo Mania, Virtual Kasparov, The Scorpion King and more!



Editor
Ian Osborne
ian.osborne@thinicemedia.co.uk

Contributors
Simon Brew
John Hagerty
Oliver Lan
Jamie Wilks

Art Editor
Debbie Vosser

Designer
Tracy Pugh

Graphic Artists
Julie Cooper
Kerry Horton
Morgane LeQuerre

Photography
Stuart Hingley

Production Co-ordinator
Andrea Gannon

Video Editor
Mark Hartopp

Publisher & Overseas Licensing
Grant Hughes
grant.hughes@thinicemedia.co.uk

Subscriptions & Back Issues
0845 6010015 (calls charged at 'lo-call' rate)

Advertising Executive
Mark Doody
Direct line: 01785 810836
Fax: 01785 810840
mark.doody@thinicemedia.co.uk

Sakura Artwork
Larry Bundy

Published by
Thin Ice Media
Beacon Place
Opal Way
Stone
Staffordshire
ST15 0SS
Tel: 01785 810800
Fax: 01785 810820

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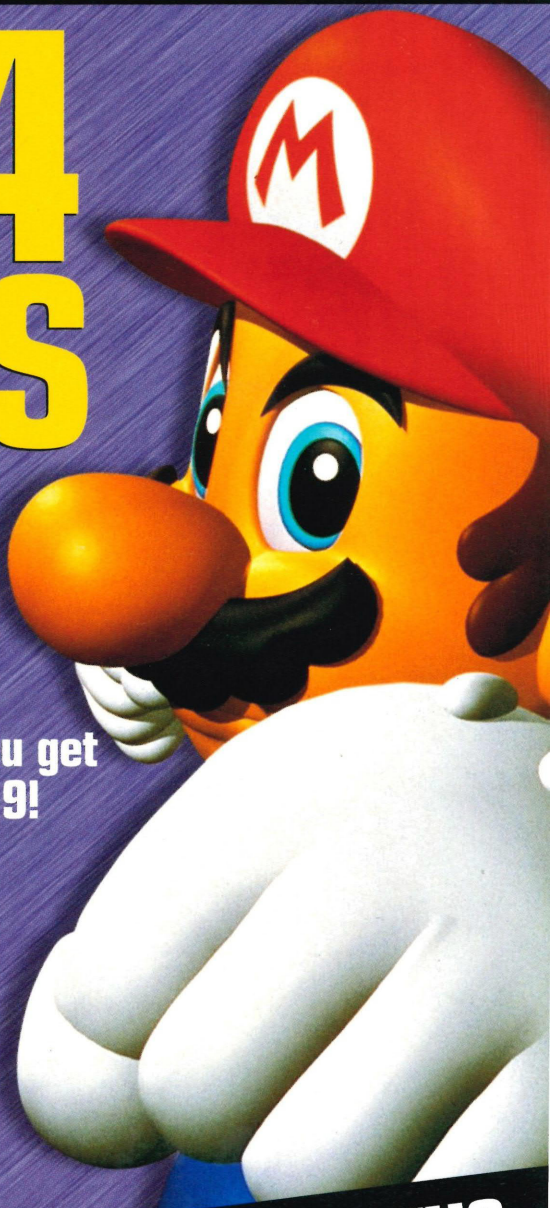
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